

ISSUE NO.  
**228**  
FEBRUARY

# GTM

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# THE EXPANSE



## IN THIS ISSUE:

- EXPLORE FU LENG'S FESTERING DOMAIN WITH THE *SHADOWLANDS SOURCEBOOK FOR THE LEGEND OF THE FIVE RINGS* ROLEPLAYING GAME!
- GET READY FOR A NEW KIND OF *WARHAMMER AGE OF SIGMAR* EXCITEMENT WITH *THE RISE & FALL OF ANVALORI*!

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# SUPER PUNCH FIGHTER





## COVER STORY



### Launch Into The Expanse

The *Expanse Roleplaying Game* brings James S.A. Corey's award-winning series of science fiction novels to the tabletop. Travel to a far-future solar system where humanity is divided and history is about to take an unexpected new turn.

by Green Ronin Games

10

## FEATURES



### Legend of the Five Rings Roleplaying

South of Rokugan, the foul Shadowlands fester, providing a home to horrid demons and unnatural creatures. In the domain of Fu Leng, where the very elements are corrupted and hideous monsters lurk around every corner, do you have what it takes to survive?

by Fantasy Flight Games

12



### Warhammer Age of Sigmar: The Rise & Fall of Anvalor

Gather the most Influence for your Faction by building City Buildings and defeating enemies during vicious assaults. At the end of the game, the player who has the most Influence over the city reigns supreme, and secures their dominance over The Great Parch!

by WizKids/NECA

14

## GAMES

25



### EXCLUSIVES

**Tak**



**Cheapass Games Presents: Tak: A Beautiful Game**  
by Cheapass Games

52



**Painting Happy Lil Minis Episode 8: Painting Blue**  
by Dave Taylor

68

### COMIC STRIP

**DORK TOWER** BY JOHN KOVALIC

**Dork Tower**

by John Kovalic

06

### REVIEWS



### Twilight Imperium 4th Edition Part 3: Combat from Fantasy Flight Games

Reviewed by Eric Steiger

70



### Champions Of Hara from Greenbrier Games

Reviewed by Jane Trudeau-Smith and Philip Smith ["Table For Two"]

72



### Scorpious Freighter from Alderac Entertainment Group

Reviewed by John and Isaac Kaufeld

74



### Fantastic Beasts Perilous Pursuit Dice Game from USAopoly

Reviewed by Rebecca Kaufeld

76



### Star Wars Destiny: Across the Galaxy from Fantasy Flight Games

Reviewed by Brian Herman

78



### Traveller CCG: Two Player Starter Set from Far Future Games

Reviewed by Thomas Riccardi

80





# Silk!

Luis Randedo



DEVIR



**Devir Games**  
[www.devirgames.com](http://www.devirgames.com)

Silk is a tactical management game involving area control and worker placement. With the help of their shepherd and mastiff, the players must guide their silkworms to the most fertile pastures to obtain silk points. But watch out as other shepherds and their mastiffs may try to drive your silkworms out of the pastures or even into the lair of the dreaded ookami!



SPOTLIGHTS



**A Song of Ice & Fire TMG:  
The Free Folk Starter Set**

By Sean Jacquemain

16



**Here Be Pirates**

Meagan Herrin

21



**Call To Adventure**

By Brotherwise Games

24



**City of Gears: One Dream, Six Years of Construction**

By Alex Goldsmith

54



**Hellboy: To Hell and Back**

By Rob Burman

58



**Star Crossed: An Irresistible Game**

By Jason Morningstar

60

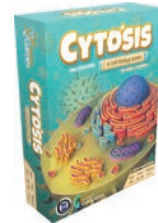


**Champions of Hara**

By Walter Barber

64

DESIGNER DIARIES



**Cytosis: For the Love of Cell Biology...  
And Board Games**

By John Coveyou

18

PREVIEWS



**Dice Throne: Season Two**

By Gavan Brown

22



**Proving Grounds: A Solo Hero Series**

By Sara Erickson

56



**Vastaryous' Lair: the final challenge of  
Sword & Sorcery Immortal Souls**

By Ares Games

62



**Armies & Legions & Hordes:  
A Book About Painting Wargaming Collections**

By Dave Taylor

66





# CHALLENGE OF THE SUPERFRIENDS



## Play your cards right to defeat the LEGION OF DOOM!

The Superfriends have gathered at the *Hall of Justice* to take on the challenge of thirteen of the most sinister villains of all time. Play your cards right and you'll defeat **The Legion of Doom**! Based on the classic animated TV show, **Challenge of the Superfriends Card Game**, utilizes Cryptozoic's new GRYPHON card game engine to deliver a fast-paced, easy-to-learn tabletop experience.

**MSRP: \$15**

**Release date:  
Q1 2019**

- Simultaneous play: 2 to 4 players play their cards at the same time to capture Super-Villains!
- Simple, addictive gameplay that rewards both luck and strategy
- Cards call forth allies or Super Powers that can change the outcome!
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2-4



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For more information, visit  
[www.cryptozoic.com](http://www.cryptozoic.com)





### Greetings Dear Readers!

As the newest member to the GTM team, I would like to introduce myself. I am the Pagemaster (AKA Copywriter), Katie Skinner. I have been with Alliance for three years now and I am excited to be part of this amazing magazine. My husband and I have been playing games together for several years. With my background in English and writing and my love of board games, I look forward to being your master of the pages in coming issues!



As my first issue with the magazine, I am particularly excited to talk about all the awesome content we have for you this month! Starting with the new RPG from Green Ronin Publishing, *The Expanse*, based on the award-winning novels of the same name by S.A. Corey. Now, *Expanse* fans can explore the solar system themselves and find adventure on new planets.

Fantasy Flight Games details their *Shadowlands* sourcebook and *Mask of the Oni*, a new standalone adventure for *Legend of the Five Rings Roleplaying Game*! The *Shadowlands Sourcebook* introduces new NPCs and player options. *Mask of the Oni* sends players through the *Shadowlands* tracking a blood mage. Pick up these great additions to your *Legend of the Five Rings* adventure at your local game store!

We also have a great new book from our friend Dave Taylor of *Painting Happy Little Minis*! He has taken his experience (10,000 miniatures over 30 years) and talent for miniature painting and put it in a book. *Armies & Legions & Hordes* by Dave Taylor will be on shelves soon!

And that's not all! This GTM is filled with great content from *A Song of Ice & Fire: The Free Folk Starter Set* from CMON, to *Hellboy: The Board Game* from Mantic Entertainment and *City of Gears* from Grey Fox Games.

We have all these amazing features and even more fantastic content in this February issue of GTM!

Thanks for reading my first issue!

Pagemaster Katie Skinner

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Every month the **Game Trade Magazine (GTM)** Bullpen works tirelessly to bring the latest in game industry products and news to these pages. Each **GTM** is packed with *hundreds and hundreds* of games and related tools and accessories, so we know how easy it is to miss that new expansion or game among all the other incredible products the industry has to offer! That's why we've put together this friendly User's Guide so you can navigate **GTM** and find the products you want like a pro!



## WHAT IS GAME TRADE MAGAZINE ANYWAY?

The serious games magazine for serious gamers, **Game Trade Magazine (GTM)** is the most reliable, accessible monthly periodical for the latest, most comprehensive information of product in the world of games and hobby supplies.

Packed with insider scoops, insightful reviews, designer diaries, and extensive overviews of upcoming product, plus exclusive excerpts, scenarios, and collectible inserts from your favorite games and manufacturers, there's no better monthly resource than **GTM** to tap into to feed your gaming needs!

**GTM** provides both retailer and consumer-friendly information on product from a broad spectrum of publishers and manufacturers slated for **release within a two- to three- month window from the publication date**. While there will be the occasional exception, if you find something you want in our January issue, you can expect to see it release in your Friendly Local Game Store (FLGS) in March or April.

The material in **GTM** is presented in a practical, handy format to empower you with the knowledge to make confident, more informed buying decisions. However, every issue of **GTM** is somebody's *first issue*, so we want to make this experience both easy and enjoyable for all.

Ready to roll? Here's what you'll discover within the pages of your friendly neighborhood **Game Trade Magazine...**

## GAME TRADE MAGAZINE CONTENT

Each month, you will find content penned by your favorite manufacturers, tricks and tips from **GTM** contributors, and product reviews from gamers just like you. Here's the breakdown:

**FROM THE EDITOR/FOREWORD:** In every issue you will find greetings and assorted musing from one of the members of the **GTM** Bullpen. Every now and then we will hide an "Easter Egg" in this section so be sure to give it a read!

**COVER STORY:** Each month a different game or manufacturer gets top billing in **GTM** and this article is all about the awesome and incredible products or games you will find featured on our cover!

**FEATURES:** Featured articles are contributions from the manufacturer and are selected by the **GTM** Bullpen as *especially* worth your time and consideration. Oftentimes, Featured articles are about key releases or expansions from fan-favorite manufacturers and publishers.

**SPOTLIGHTS:** These are products that have released and are available at your FLGS or FLCS. Spotlight articles are authored by the manufacturers and often contain helpful hints, interesting back stories and more to help enhance your play experience.

**PREVIEWS:** These are articles directly from the manufacturers or publishers about all of the cool things they have coming down the pipeline. Products featured in these articles will often be the next HOT item to find in your FLGS or FLCS, so be sure to make a note so you won't miss out!



**DESIGNER DIARIES:** These articles are the **ULTIMATE** in the behind-the-scenes experience for games! Written by the designers themselves, **Designer Diaries** offer a sneak-peek into the minds of your favorite creators and are filled with insights, funny anecdotes and all the challenges to be overcome in order to make your favorite games.

**REVIEWS:** Industry professionals and gaming enthusiasts offer play-by-play commentary as they grab their dice, test-run a variety of board games, roleplaying systems and sourcebooks, and hobby accessories, and serve up no-nonsense, applicable advice and insight from their experience.



**EXCLUSIVES:** While virtually **ALL** of the content you'll find in **GTM** is exclusive to our pages, these articles are truly **only found in Game Trade Magazine**. Whether it be a heretofore unseen scenario for a fan-favorite game or an industry insider's tips and tricks, **GTM Exclusives** are a not-to-be-missed monthly resource!

**GAMES SECTION:** Here's a sneak peek at what's arriving — usually in 2-3 months — on your Friendly Local Game (FLGS) or Comic Store's (FLCS) shelves in the months to come, organized by manufacturer and game system. Each product listed in your **GTM** will include a brief description, a picture (when available!), the Alliance Game Distributors item code (for easy ordering at your FLGS!) and the price.



## HOW DO I ORDER FROM GAME TRADE MAGAZINE?

Did you see dice, miniatures, or games that capture your fancy that you'd like to purchase? Of course you did! But what do you do now?

It's easy! Whether you dogear the applicable pages or you make a list - just tote along your copy of **GTM**, inform your FLGS (or FLCS), and they'll order it for you. It's really that simple!

**GAMES**

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**SPOTLIGHT ON**

**GAME TRADE MAGAZINE #228**  
GTM contains articles on gameplay, reviews and reviews, game related fiction, and will contain games and game modules, along with subscription information on upcoming game and hobby supply releases.  
GTM 228 ..... \$3.99

**ACADEMY GAMES**

**CONFLICT OF HEROES: THE 3RD EDITION**  
Awakening the Bear! - Russia 1941: 42 takes you to the eastern front during Operation Barbarossa, the German invasion of Russia. Many consider this time period to be the birth of modern warfare tactics that continue to be used and perfected by today's modern armies. Scheduled to ship in January 2019.  
AVG 5014 ..... \$90.00

**ARCANE TIMEN**

**DRAGON SHIELD: ART DECK SHELL**  
Scheduled to ship in October 2018.

**ARADO** ADM 31725 ..... \$2.99

**BETHIA** ADM 31632 ..... \$2.99

**ALC STUDIO**

**VERSUS SERIES: FORTRESSES AND CLANS**  
In this two player card game, lasting about 30 minutes, you will lead your clan as they lay siege to an enemy fortress, even as you defend your own keep. Position your troops for battle, and choose which of your clan commanders will lead the Assault on the enemy keep! Scheduled to ship in November 2018.  
ALC 78002 ..... \$25.00

**ARC DREAM PUBLISHING**

**DELTA GREEN: THE COMPLEX**  
Cosmic terror infects the U.S. government and the companies that profit from it. Delta Green: The Complex offers 19 new scenarios for federal agencies and important contractors to enhance your <http://bondings.com/Cronkings/DeltaGreen> campaign. Each dossier describes the entity's budget, operations, organizational structure and history, mandates, areas of focus, with other agencies, suggested professions for Delta Green agents, and what it's like to work there. Scheduled to ship in December 2018.  
APU 8135 ..... \$24.99

**ARCHONA GAMES**

**WARRIORS**  
In Galactic Warlords Battle for Dominion, you play as one of the Warlords, with purpose to establish your domain over the controlled galactic region that was known as the Prekador Federation, and score the most points at the end of the game. You will do this by playing your hired Mercenaries represented by cards from your hand in your Command Area. Each of the Mercenaries will come with their own unit such as Troops, Tanks and Assault and others, by using these units and actions, you will be able to exert control over the planets in the galaxy and gain Power throughout the game. Scheduled to ship in November 2018.  
ARG 010 ..... \$59.00

**EXTANIUM** ADM 31724 ..... \$2.99

**PASHALLA** ADM 31634 ..... \$2.99

**DRAGON SHIELD: PLAYMAT**  
Scheduled to ship in January 2019.

**PLAIN BLACK** ADM 20501 ..... \$14.99

**PLAIN WHITE** ADM 20500 ..... \$14.99

**SMALL STAR EMPIRES**  
Small Star Empires is a quick arena control game for 2-4 players. In this game, players colonize the galaxy using their ships, which they move on a modular board containing hexagonal spaces (systems). The modular board is made up of seven different double-sided sector tiles, which allows for a different map and different experience each time you play the game. During a turn, a player must move one of their ships on the board, as far away as they want, but they cannot go over systems controlled by other players. Scheduled to ship in November 2018.  
ARG 001 ..... \$35.00

**SMALL STAR EMPIRES: DAWN OF DISCOVERIES**  
After decades of geological tests done on a remote research station deep in Tulloran space, scientists stumbled upon amazing discovery. They found that the rare crystals they were studying have enormous amount of energy, unlike anything they've seen before. The discovery of these crystals led the galaxy to a new era of technological breakthroughs, as it was already going through exciting and turbulent times since the start of the first major intergalactic conflict. How will you use the possibilities that the powerful crystals have to offer? Scheduled to ship in November 2018.  
ARG 003 ..... \$20.00

**SMALL STAR EMPIRES: THE GALACTIC DIVIDE**  
After decades of colonization, the sprawling roves have finally come to the moment where even their own colonized space is not enough. Tensions are rising on each civilization tries to force its agenda upon the crowded galaxy and finally in position. When using Small Star Empires: The Galactic Divide, at the beginning of the game you choose which civilization to play with and take its corresponding civilization board. Each civilization board has unique abilities that cost certain amounts of power to play, and a track on which you mark the amount of power you have available. Scheduled to ship in November 2018.  
ARG 002 ..... \$20.00

**ASMODEE EDITIONS**

**BARA YAGA**  
After slipping through the crooked fingers of Baba Yaga, you manage to escape her home. Then the witch pursues you aboard her flying cauldron! To escape, you need to cast three spells but the ingredients of all three are scattered throughout this strange forest. Scheduled to ship in January 2019.  
ASM PB1113 ..... \$24.99

**JUNGLE SPEED: KIDS**  
In this new Jungle Speed version for kids, be the first to catch the token when two identical cards appear. The goal of the game is to get rid of all the cards as quickly as possible. Jungle Speed Kids is a lot of fun. Test your reflexes and be very quick.  
ASM JSK002 ..... \$14.99

**TREASURE ISLAND**  
Long John Silver's crew has committed mutiny and has him cornered and tied up! Round after round, they question him about the location of his treasure and explore the island following his indications. Or his misdirections? Who knows... The old sea dog is surely planning on escape, after all, other which he will definitely try to get his treasure back... Scheduled to ship in November 2018.  
ASM TR01 ..... \$59.99

**VISIOO**  
A game of observation and speed! Challenge the other players in a test of speed and observation: be the first to find 20 items of the same kind on the cards you can see. As the cards pile up on the table, the tension rises. Collect the most cards and win the game! Scheduled to ship in November 2018.  
ASM VS01 ..... \$14.99

And be sure to ask your retailer about any related in-store events for your favorite games and products!

## GAME TRADE MAGAZINE LEGEND

Throughout each issue of **Game Trade Magazine (GTM)**, you'll find a variety of terms that will help you in selecting items from the **Games Section**. Here's what they all mean!



## FEATURED ITEM

**FEATURED ITEM:** Featured Items are often key releases or expansions for HOT products or lines. These products are selected by the **GTM** Bullpen and deemed as exceptional values for your play experience and inclusion among your ever-growing library of games!

## OFFERED AGAIN

**OFFERED AGAIN:** These products have been previously offered in **GTM** and are now available again. Did you miss it the first-time around? Here's your chance to get your copy!

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Have a question or feedback for us? Contact us at **Editor@GameTradeMagazine.com**



# LAUNCH INTO THE EXPANSE



## THE EXPANSE ROLEPLAYING GAME

**GRR 6601 .....\$49.95 | Available February 2019!**

*The Expanse* is an award-winning series of science-fiction novels by James S.A. Corey that has already launched a popular television series (on SyFy and now on Amazon). Now fans of *The Expanse* will be able to experience adventure in the far-future solar system on the tabletop in *The Expanse Roleplaying Game* from Green Ronin Publishing.



In *The Expanse RPG*, players take the roles of characters living and working in a solar system where humanity has spread out from Earth to colonize Mars, the asteroid belt, and the moons of the outer planets like Jupiter and Saturn. A now independent Mars competes with an overcrowded Earth for resources, with the Belters of the Outer Planets caught in the middle, exploited for their labor, their voices and needs ignored by the Inner Planets. Into this conflict comes the discovery of the protomolecule, viral alien technology deep within one of Saturn's moons, with the potential to reshape the system and humanity's future. The core game is set in the space between the first two novels of the series, *Leviathan Wakes* and *Caliban's War*, offering plenty of opportunities for growth as further products explore the developments in later books in the series.

Play an Earther, who has left the cradle of the mother-world behind to find a new life out in the vast Expanse. Play a Martian, one of that proud Republic dedicated to turning the red planet green, even if it may take centuries to accomplish. Play a Belter, someone born out

among the tumbling asteroids and whirling moons, into a life where hard vacuum and death is always just on the other side of a wall or hatch. Play a crew of characters living and working together on a ship or station, finding opportunity — and danger — in the System.



## THE ADVENTURE GAME ENGINE

*The Expanse RPG* is powered by the Adventure Game Engine or AGE system, designed by Green Ronin's Chris Pramas and used in such games as *Dragon Age*, *Fantasy AGE*, *Modern AGE*, and *Blue Rose Romantic Fantasy Roleplaying*. The rules in *The Expanse* were designed in conjunction with Green Ronin's *Modern AGE* rulebook for modern action-adventure, customized to fit with the style of the novels and their characters.

The AGE System uses a simple and quick-playing resolution of three six-sided dice (3d6), plus an ability score and optional ability focus modifier, compared against a difficulty or target number, to determine the outcome of actions. The fun twist is that, if the numbers shown on any two of the dice match, the roll generates a number of "stunt points" which the player can use to enhance the character's action in a number of ways. There are stunts for combat, exploration, social interaction, even piloting and space combat! The stunt system keeps game play fast-paced but also full of interesting new elements.

*The Expanse* version of the AGE System introduces the concept of Fortune, treating character "hit points" as a measure of their luck and overall importance to the story, which players can use both to mitigate harm to their characters and to improve their chances of success in any given situation. But watch out! If you spend too much of your luck to succeed, you have less to avoid danger, so manage your resources carefully.



Similarly, *The Expanse* includes the concept of “The Churn” — the various, often cruel, shifts in fortune that characters must survive. As players use their resources and progress through the story, the Churn builds and builds, until it can potentially “churn over” and cause sudden new dramas and challenges to unfold. Does the crew take the safer and more cautious approach in hopes of avoiding this, or do they choose bold and daring, perhaps succeeding before the consequences of their actions catch up with them?

Plus, *The Expanse RPG* offers a complete system for creating and describing spaceships and handling ship-to-ship combat in the style of the novels. From tiny “rock hoppers” and ship’s boats to massive battleships kilometers long, the game applies the same fast-playing approach. Ships can have qualities and flaws to define their good and bad points, giving them more character, and ship combat is a team effort, with members of the crew each contributing to the process and adding to the chances of success and survival. The game also discusses the novels’ fairly realistic approach to space travel in the solar system and the concepts of mass, acceleration, and orbital mechanics, with quick references for travel and communication times across the Expanse. The core rulebook includes a fold-out poster map of the solar system for easy reference.



### OPPORTUNITIES FOR ADVENTURE

Game groups have plenty of opportunities for adventure in *The Expanse* right from the beginning. *The Expanse RPG* contains a starter adventure, “To Sleep, Perchance to Dream,” where the characters investigate the fate of a pair of scientists who have gone missing from Tycho Station.

*The Expanse QuickStart* is already available and free for download from the Green Ronin Publishing website: [greenronin.com/exppanse](http://greenronin.com/exppanse).

It is a great introduction to the universe and the game of *The Expanse*: 42 pages, including essential game rules, a crew of six pre-generated and illustrated characters, and “Cupbearer”, a complete introductory adventure where the crew investigates the whereabouts of a runaway heir from a wealthy corporate family.



*The Expanse Game Master’s Kit* features a sturdy three-panel cover-stock screen with essential game reference tables on one side and three pieces of evocative *Expanse* art on the player-facing side, game system reference cards for stunts and common actions, a dry-erase initiative tracker, a Churn tracker, and another complete adventure. In “The Ganymede Insurance Job” the crew is hired to find a criminal who has scammed Belters out of their savings, but they’re not the only ones looking for him!

That’s three adventures to immediately launch game groups into *The Expanse*, but plans don’t stop there! The next product for the game line is the *Abzu’s Bounty* campaign, a collection of six adventures designed to take a crew of characters through the first half-dozen levels of advancement. Along the way, they will visit many of the important sites in the System and become embroiled in a conspiracy that could change the fate of everyone on Earth, and beyond! *Abzu’s Bounty* is designed to kick-off an all-new *Expanse* campaign or to work in conjunction with the earlier adventures, allowing existing crews to pick it up and continue their exploration of the System. Plenty of adventure content to keep an *Expanse* game going, with even more adventure and opportunities planned to come as *The Expanse RPG* explores the events of the later books in the series.







# Legend of the Five Rings™

## ROLEPLAYING

South of Rokugan lies the foul Shadowlands, the home of horrid demons and unnatural creatures. Centuries ago, the Crab Clan built the huge Kaiu Wall to contain these threats, but each day sees new assaults. Without samurai of courage and honor to defend against the threats of the Shadowlands, the Emerald Empire would surely fall.

Protecting Rokugan from the threats of the Shadowlands is an honorable and vital task. But many samurai who join the cause never find their way home. In the domain of Fu Leng, where the very elements are corrupted and hideous monsters lurk around every corner, do your players have what it takes to survive?

Fantasy Flight Games is proud to present the *Shadowlands* sourcebook and the *Mask of the Oni* standalone adventure for *Legend of the Five Rings Roleplaying*!

The *Shadowlands* sourcebook dives into the lore and geography of Fu Leng's domain, introducing terrifying new NPCs and player options for your samurai. Meanwhile, *Mask of the Oni* takes these ideas and focuses them into a horrifying pre-made adventure. When a group of samurai pursue a dangerous master of blood magic to the ruins of Daylight Castle, they discover a secret that could redeem or stain the honor of the Hiruma family forever. The samurai must overcome threats to both body and soul if they are to halt a plot that could bring about the doom of the Empire.



Shadowlands | L5R06 | \$39.95

Available 1<sup>st</sup> Quarter 2019



## Mask of the Oni

Venture south of the Kaiu Wall in *Mask of the Oni*, a standalone adventure that sees your players entering the Shadowlands while tracking a blood mage to the ruins of Daylight Castle, an abandoned Hiruma stronghold that houses an ancient secret.

*Mask of the Oni* features a 32-page adventure book that gives Game Masters all the tools they need to run the adventure. This booklet includes background on the adventure, ways to bring your players into the fold, and a general layout of the potential paths the adventure takes. With the adventure booklet in hand, any Game Master can run *Mask of the Oni* with ease!

The adventure also includes tools to help you visualize the situation.

Over 50 tokens depict the horrid NPCs that can be found within the adventure, and a double-sided pull out map details the geography of the Shadowlands and Daylight Castle. This adventure is the perfect introduction to the Shadowlands, but once your samurai find themselves south of the wall, will they ever be able to find their way home?

*Mask of the Oni* | L5R07 | \$19.95

Available 1<sup>st</sup> Quarter 2019

## Enter the Shadowlands

*Shadowlands* is a 144-page hardcover book that gives Game Masters and players alike a glimpse into the terrifying lands south of the Kaiu Wall, and the valiant samurai who defend Rokugan from the horrors held within. A tour of the Shadowlands not only introduces a variety of corrupted locations for your players to explore, but also introduces rumors, adventure hooks, and NPCs to help fill out the world of Rokugan. Furthermore, new player options allow your samurai to have a history influenced by the darkness of the Shadowlands, and even allows players to create samurai of the Falcon Clan, a minor clan who specialize in hunting ghosts.

The book also includes other new player options such as schools, weapons, armor, and techniques, plus patterns to create customized items to better protect the Empire. There are new advantages and disadvantages relating to the Shadowlands and, for those who dare, there is guidance for using maho and new techniques for employing such dread blood magic.

*Shadowlands* also examines the role of the Crab Clan in Rokugan, as well as the locations surrounding the massive Kaiu Wall. Look for NPCs that help defend the wall from Shadowlands incursions, as well as detailed descriptions of valuable locations along the

giant wall itself. Discover the ancient history of the Nezumi, learn of the dangers that come with patrolling the Kaiu Wall, and dive into the intricate history of the Crab Clan families.

With new player options and a bevy of new information, *Shadowlands* gives players and Game Masters alike everything they need to integrate the Shadowlands into their campaign.

## The Spread of Corruption

*Shadowlands* and *Mask of the Oni* bring the dread Shadowlands to *Legend of the Five Rings Roleplaying*, and Rokugan will never be the same. Plunge your players into true darkness with the *Shadowlands* sourcebook and *Mask of the Oni* adventure, available in the first quarter of 2019!

• • •



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# WARHAMMER AGE OF SIGMAR The RISE & FALL of ANVALOR

**WIZKIDS**

## WARHAMMER AGE OF SIGMAR: THE RISE & FALL OF ANVALOR

WZK 73140 ..... \$59.99 | Available Q1 2019!

Set in the *Age of Sigmar*, six playable Factions and three enemies clash in Aqshy, the Realm of Fire!

The Factions of Anvilgard, Hammerhal Aqsha, and The City of Brimstone have put their quarrels aside to build the stronghold of Anvalor, a strategic location on The Great Parch. But each Faction wants to claim it for themselves, and the Faction that succeeds will significantly strengthen their influence in all the Mortal Realms.

### TRY TO NOT HELP TOO MUCH

There are two primary ways to gain influence in the game: defeating enemies and purchasing City Buildings. Each of these options, while often providing great rewards, also comes at the cost of being equally advantageous to your opponents.

Defeating enemies will reward you with influence equal to that enemy's strength, but it is risky. Nearby units of other players must help you in battle — but unfortunately, you must also help them.

Purchasing a City Building gives you influence immediately, but the buildings' abilities can be utilized by all players.

### SOLO TO 4

As the game begins, up to 4 players will choose a Faction. They will also select an Aspect from one of their Faction's 4 options. One enemy, and one of 4 difficulty levels for that enemy, is also chosen. For example, in a 2-player game, one player might select The Hammers of Sigmar Faction with the Reborn in Honour Aspect, while the other player chooses The Dispossessed Faction with the Ancestral Grudge Aspect. The enemy might be Gulgaz Stoneclaw Gutstompas (Orruks), with LETZ KILL 'EM! (difficulty 2). A new game using the same factions and enemy, but switching out the Aspects and difficulty, will play out very differently.

The solo game is played with the same rules as the multiplayer game but has its own unique challenges for the player to take on. There is constant pressure to fend off the enemy's relentless attacks, trying to build up Anvalor without the help of any other Factions.



### REVERSE DECK-BUILDING

Each Faction is unique and offers different abilities to choose from at the start of the game, adding even more interesting twists to the gameplay. Players start with a deck of tiles, which can be played to accomplish various goals, or used as currency to pay the cost of playing other tiles. These options seem clear and simple at first glance, but subsequent playthroughs reveal the much more strategic and complex implications of each move.



### ASSAULT!

As soon as a City Building has been purchased, enemies start to gather. Players choose where enemies appear, so strategy is important — the most tactical position is often the least obvious.

The game proceeds quickly around the table, with each player taking a single, short action on their turn. When a turn ends with 3 enemies on the same side, an Assault will begin, interrupting the normal gameplay until it is completed. Sometimes, all enemies are defeated immediately, causing minimal damage. In other cases, the enemies might tear through many city blocks, killing defenders and causing greater, if not catastrophic, damage. The way each Assault resolves is variable, as it is ultimately up to the players to decide how to defend the city.



Survival is already tough when attempting to fortify the disputed city of Anvalor, with enemies attacking from all sides, battling for influence. Raising buildings may be easy, but dominating the region? That takes a real commander to do.

Pick up your copy of *Warhammer: Age of Sigmar — The Rise & Fall of Anvalor* at your Friendly Local Game Store (FLGS) April 2019.

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# Rick and Morty



Rick and Morty are on a planet that's purging.  
**PURGING!**



Get ready to unleash your purging instincts with Rick and Morty as you fight to survive the annual purge festival on an alien planet. Play your cards right and you'll make it out alive! Based on the popular episode of the TV show, **Rick and Morty: Look Who's Purging Now Card Game** utilizes Cryptozoic's new GRYPHON card game engine to deliver gameplay that unfolds at lightning speed and is easy to learn.

**MSRP: \$15**  
**Release date:**  
**Q1 2019**

- Simultaneous play: 2 to 4 players play their cards at the same time to rack up kills during the annual "Festival"!
- Simple, addictive gameplay that rewards both luck and strategy
- Weapon Cards are found items or Rick's inventions, leading to effects that can change the outcome!
- Play as Rick, Morty, and others with art from the unforgettable episode of the show



**[adult swim]**

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**CRYPTOZOIC**  
ENTERTAINMENT





# THE FREE FOLK STARTER SET

**A SONG OF ICE & FIRE TMG: STARTER SET - FREE FOLK**  
**COL SIF003 ..... \$84.99 | Available Now!**

The residents of the Seven Kingdoms live safely behind the protection of the Wall, but they are not the only inhabitants on the continent of Westeros. Beyond the Wall live nomadic groups of people that move freely throughout the land. They are derogatorily referred to as 'wildlings' by the Southerners, but they proudly call themselves the Free Folk. They don't have the most elaborate armor or the sharpest weapons, but what they lack in equipment, they more than make up for in their numbers. The Free Folk are many, and they have started moving south.

The *Free Folk Starter Set* is the latest addition to the *A Song of Ice and Fire: Tabletop Miniatures Game*. This *Starter Set* comes with everything needed to field an army in the game and offers commanders a different way to approach battle.

By far, the biggest strength of the Free Folk is in their numbers. Their units are generally inexpensive, allowing many of them to take the battlefield at a time. They feature the cheapest unit in the game in the form of the Free Folk Raiders. Armed with weapons made out of bone or whatever iron and steel they've been able to scavenge off the land, they are not the sophisticated soldiers that fight under the Lannister Lion. However, each unit costing only three points, and with two units of 12 in the Free Folk Starter Set, the Free Folk Raiders will make a cost-effective impact on the game.

Another unit in the set, the Free Folk Trappers lay down snares and traps. Their intent is not so much to kill their opponents as it is to slow them down. Units must move forward slowly to avoid taking casualties, all the while, the Trappers will rain arrows down upon them.

Despite there being a lot of them, the Free Folk Raiders and Trappers are relatively weak. Free Folk Commanders rely on their swarming tactics to overwhelm the enemy... Well, that and the Giants. Once considered only a myth by those who dwelt south of the Wall, the Savage Giants are all too real. These massive creatures wear no armor and wield little more than giant bones or tree trunks. However, when you see them in action, it quickly becomes obvious that's all they really need. A Savage Giant can lay waste to even the heaviest infantry with a single blow, and as they take damage, they actually get stronger. Power like this comes at a price, and each of the two



Giants included in this Starter Set will cost commanders seven points to field.

The Free Folk don't bend their knee to a single leader. It is one of their strengths. However, they will take direction when engaged in battle, and there are a number of Attachments, Commanders, and Non-Combat Units (NCU) that will help give Commanders an edge in the war.



Tormund Giantsbane turns units he's attached to into deadly fighters that will excel in powerful charges. Mance Rayder forces opponents into making difficult decisions and allows Free Folk units to gain helpful buffs. Lady Val is an NCU that allows Free Folk armies to become much more manoeuvrable, an excellent tactic to have when dealing with a number of units. Finally, Craster is an NCU who will allow commanders to cycle through their Tactics Deck and heal friendly units all in one action. When used effectively, these characters can



turn a ragtag group of scrappers into units that can turn the tide of a battle.

Just like all of the Starter Sets for *A Song of Ice and Fire: Tabletop Miniatures Game*, the *Free Folk Starter* comes with everything needed to start playing right away, including a full set of rules and all of the cards, tokens, and Terrain tiles that are included in the original

*Starter*, as well as a custom set of Free Folk dice. The goal with this game has always been to remove as many barriers to entry as possible and to introduce traditional tabletop gamers to the world of tabletop wargaming.

The Free Folk don't have money, weapons, or castles. They move across the land as they need to, based on the weather, migrating food sources, and exterior threats. They are scattered and without a king, but they are willing to come together and fight for a shared purpose. This desire to join forces, this willingness to unite, and their multitudes of cheap bodies to throw at the enemy are the very things that make the Free Folk so scary to face.

The *Free Folk Starter Set* for *A Song of Ice and Fire: Tabletop Miniatures Game* is in your FLGS now.

...

Sean Jacquemain is the Marketing Coordinator for CMON and Managing Editor and photographer of *The Daily Worker Placement* blog. He lives in Toronto, where he worked as a Game Guru and Manager at Snakes and Lattes Game Cafe.





# STAR WARS™

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## LEGION™



### JYN ERSO

COMMANDER  
EXPANSION

SWL31 \$12.95



[FantasyFlightGames.com/SWLegion](http://FantasyFlightGames.com/SWLegion)

Full contents not shown.

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### REBEL PATHFINDERS

UNIT  
EXPANSION

SWL32 \$24.95



# CYTOSIS

2ND EDITION

A Cell Biology Game



FOR THE LOVE OF CELL BIOLOGY... AND BOARD GAMES  
WHY GENIUS GAMES DESIGNS GAMES ABOUT SCIENCE!

## CYTOSIS: A CELL BIOLOGY GAME

GEN 1006..... \$39.99 | Available Now!

There are a lot of games out there and the rate of new releases doesn't seem to be slowing down. We're still riding a nice board game boom. But one thing I noticed back in 2011 when I first started designing games was that *none* of them were accurately themed around science concepts.

Now I am not talking about "educational games". I mean *good* games, designed specifically for gamers, with a gamers' standards for mechanics and design - but, instead of a fantasy or sci-fi theme like zombies or dragons, with a theme accurately (and unabashedly, even geekily) made to mimic a concept in the sciences. This seemed like something that really needed to exist.

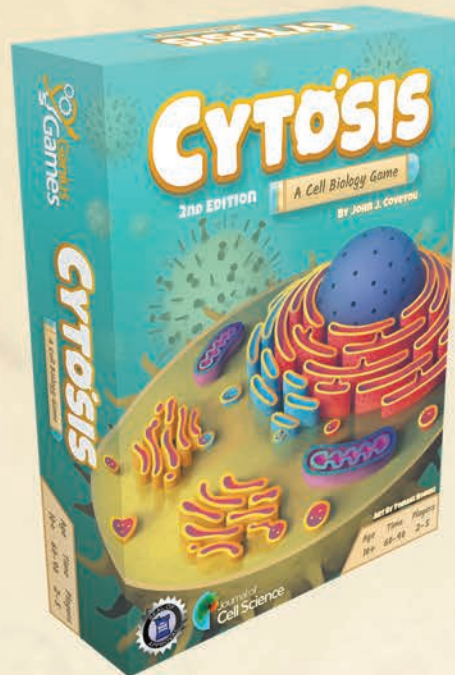
But... I couldn't find any. So, I decided to take a shot at making them myself.

### WHY I DESIGNED A BOARD GAME ABOUT CELL BIOLOGY

Gamers are curious people, and we are not afraid to flaunt our knowledge! And (not surprisingly) so many of us gamers have a background in, or an affiliation with, science in some way. Engineers, teachers, researchers - all kinds of people with STEM training or careers enjoy games as another avenue to exercise their analytical ability and resolve their curiosity.

**This makes us a great audience for a board game about human cells, and one that is designed to accurately mimic the scientific processes involved.**

One thing that everyone has some familiarity with - but most people forget about after high school biology - is the human cell. Everyone has tens of trillions of them in their body, for goodness' sake! But there's good reason we don't remember much about them ... recall that anxiety-inducing exam in school about the "powerhouse of the cell"? Most traditional science courses do a really good job of obscuring the beauty and intrigue of cell biology under a layer of disjointed factoids and rounds of rote memorization.



The human cell is one of the most ubiquitous and well-researched little machines in the natural world, AND YET remains one of the most mysterious in the universe. *Now there's a theme for a game!* Familiarity AND mystery, the known AND the unknown... Great themes let you play (literally) at that juncture.

### WHAT MAKES CYTOSIS UNIQUE AS A GAME?

There's a lot of worker placement games out there, so how is *Cytosis* unique and how does it compare as far as game mechanics and fun? I think there are a lot of things but I'll focus on three very specific things that are unique to *Cytosis*:

**First:** In *Cytosis*, players are collecting resources and using those resources to complete a number of objectives (in *Cytosis* these are represented by Hormone, Hormone Receptors, Enzyme and Alcohol Detoxification cards) which are the primary ways players score points. Certain cards (the Hormone Receptor cards) award you points when **other** players complete complementary Hormone cards. But ALL of these cards are built through a congested pathway that makes the production of these cards feel a bit like a race! This adds a level of timing and tension between players' actions that is quite unique to *Cytosis*.

**Second:** Additional points are awarded through a number of openly available end game goals. The tension is, if you're the first to claim one, then you'll score additional points, however you'll also show everyone else around the table what you're going for! You could wait so you don't give away your strategy, but you risk losing the bonus points on the cards or even being blocked completely out of the end game goal that's most ideal for you.





**Third:** This game is scientifically accurate, that's unique! (Explained in more detail below.)

### THE SCIENTIFIC ACCURACY OF CYTOSIS

I could tell you that *Cytosis* is endorsed by the international Journal of Cell Science, but you could just look at the bottom left corner of the box and see their logo. Or I could tell you about all the biologists that demoed *Cytosis* at *GenCon*, *Origins*, *Essen*, etc. who began to giggle with excitement after a quarter of the way through the rules explanation, but you can find their reviews in their own words elsewhere.

Instead, I'll tell you a bit about the accuracy by talking about the science of cells and how the game shows off the key processes. Are you ready for a crash course in cell biology?

### MEDIEVAL CASTLES AND CELL BIOLOGY

A cell is very much like a tiny little medieval castle but made up of protein-based machines such as ribosomes or enzymes (these are like the people, and their gadgets) and organelles (these are like the buildings that enclose the people and their gadgets) all surrounded by a protective membrane that we call a "lipid bilayer" (this is like the castle's stone wall for fortification).

These protein-based machines perform a number of key processes which keep the cell (and thus our bodies) alive, and with other molecular components, they work together to form more of themselves (in order to keep the cell functioning internally) and to form hormones (such as progesterone, testosterone, cortisol), so the cell can send signals to other cells around it and the body, as well as forming receptors (which are embedded on the outside of cells) so they can receive signals from surrounding cells and the body as a whole.

In *Cytosis*, you perform these key cellular processes. You'll activate these tiny protein-based machines to keep the cell functioning and replicate cell parts, and as you perform these functions you will gain health points in a race against other players. How do you do this? Well it's pretty simple... it's a worker placement game so you place workers on the organelle you want to activate that turn, and then perform the action associate with the organelle.



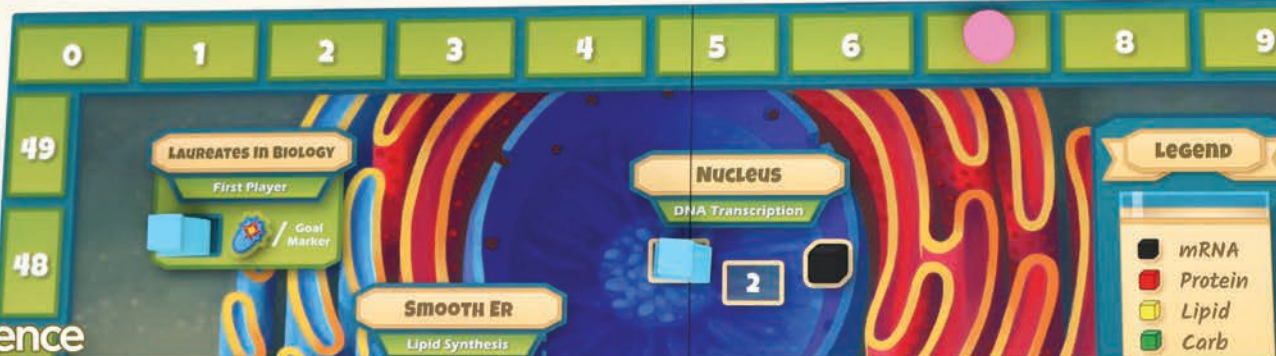
You'll also take other actions in the game that will produce energy, remove harmful toxins that enter the cell, assemble essential macromolecules, and build receptors and hormones that mediate communication between cells. You will build enzymes that facilitate important cellular reactions.

### SCIENCE BOOKLET INCLUDED!

*Cytosis* even comes with a booklet, *The Science Behind Cytosis*, that was crowdsourced by over 20 PhDs and MDs from around the world. It explains the science of cells and how *Cytosis* accurately mimics that. It also goes into more details about stuff the game does NOT cover or covers in only a simplified way because the reality is so complex.

...

John Coveyou runs *Genius Games* full-time. He's also an Adjunct Faculty at Webster University in St. Louis, MO where he teaches courses in *Tabletop Game Design*, *Advanced Tabletop Game Design*, *Crowdfunding in Games*, and *Entrepreneurship in Games*. John has a Master's Degree in Engineering and is a former Civil Engineer and Chemistry Teacher. John is the designer of all the science games currently published by *Genius Games*. He lives in St. Louis, Missouri, with his wife Marlene and their two young children.





# Blood & Plunder

*No Peace Beyond the Line*



## 28 MM HISTORICAL MINIATURES GAME

*Set during The Golden Age of Piracy*

Prepare for new adventure on the Spanish Main! This expansion to the original *Blood & Plunder* line-up will allow you to take control of new groups that existed within the seventeenth century Caribbean. Sail the seas as the powerful Dutch Republic or explore new scenarios as the feared Darien Natives! You can also bolster your existing Blood and Plunder armies with the land and sea European Forces army boxes.



# Here Be Pirates

By Meagan Herrin

Although none yet flew the black flag of the eighteenth century, there were certainly pirates *Beyond the Line*. Few buccaneers, if any, could claim they had not committed an act construed as piracy—often (if not always) against the Spanish. The Spaniards, after all, had such a firm hold of the New World, they were often targeted by the English, French, and Dutch.

After the active suppression of English and French buccaneering throughout the 1670s and 1680s, Caribbean adventurers were left with only a handful of options to continue plying their trade: South Sea raids against the Spanish, piratical attacks on ships of the Great Mogul with North American financing and support, or going true pirate and attacking all flags. Some sailors opted for the first two options, but only a fearsome few opted for the latter.

INSPIRING: All friendly units within the range may gain the Inspiring bonus.

**JEAN HAMLYN**  
HISTORIC COMMANDER 25

May lead Pirates

**COMMAND RANGE 12" COMMAND POINTS 2**

**MAIN WEAPONS:**  
Brace of Pistols or Buccaneer Gun and Standard Melee Weapon

**SIDEARMS:**  
None or Pistol (Only if armed with a Buccaneer Gun)

**INSPIRING | BROADSIDE! | RUTHLESS CUNNING | VENDETTA: SPANISH, ENGLISH, DUTCH & FRENCH**

Jean Hamlyn's Unit Card



## A GOOD CAPTAIN

Perhaps most notable is Jean Hamlyn in his ship, *La Trompeuse*, who effectively set the scene for the black flag pirates of the early eighteenth century. Hamlyn entertained no national loyalty, but proclaimed himself a true pirate, to whom any ship could prove prey. Despite his bold claim, Hamlyn was not without sense and kept an ally in the governor of Saint Thomas, Adolphe Esmite, and potentially some New England merchants whose fortunes smiled upon the captain when his ship is burned to a crisp by the English Navy. Although he was not the only pirate captain of note, he is by far the most famous and successful—and was never captured.

## PIRATES IN PRACTICE

*Blood & Plunder* players interested in pirate crews have a vast array of options. Crews are largely made up of former English and French buccaneers, sprinkled with a handful of Dutch seafarers. Commanders can be any Sea Commander, English Buccaneer Commander, or French Buccaneer Commander. And, of course, there's Jean Hamlyn. The Core Units may be composed of Sea Dogs, Marins, Marineros, Zeelieden, Freebooters, and Flibustiers—a selection buccaneering brethren from every nationality. Support Units are similarly diverse and include Kapers, Enter Ploeg, European Sailors or Pressed Men, and Forlorn Hope or Les Enfants Perdus.



# DICE THRONE



## DICE THRONE SEASON TWO

ROX 602-605.... \$19.99-24.99 | Available January 2019!

For one thousand years, the Mad King has sat atop his throne, inviting challengers to try and dethrone him as they battle their way through a tournament of champions. He searches everywhere through time and space to find the bravest and boldest of warriors, seeking one that will finally be worthy of the challenge. Each new season of Dice Throne calls forth a new roster of these heroes that think they have what it takes to unseat the most diabolical of tyrants. Will you be the one who finally stands triumphant and takes the throne?

Dice Throne has been described as combining the easy gameplay of King of Tokyo with the addictive dueling of Magic: the Gathering, into a best-of-both-worlds hybrid! Many players have also likened it to a board game version of classic fighting video games (Street Fighter, Soul Calibur, Mortal Kombat, etc) or MOBAs (League of Legends, DOTA, etc). The asymmetrical heroes make for a different experience with every matchup. And since Dice Throne is being released in Seasons that will expand the roster once per year, the already high replay value just keeps getting better and better.

Gameplay is easy to teach and quick to learn, while still offering strategic depth for advanced gamers. Using the tried and true "Yahtzee" style mechanic, players have to decide just how far to push their luck in order to activate their hero's best ability for the moment. Additionally, players must manage the cards in their hands, the crucial timing of when to use them, and the resources required to play them. Even upon a successful attack, players must still be careful since each opponent has a unique defense ability that can be deadly in return!



The game begins with players choosing their unique champion and then rolling to see who strikes first! Gameplay then alternates between players as each person works their way through the phases of their turn. This includes dealing with upkeep (like Poison and Burn), gaining resources (1 card and gain one Combat Point), strategizing and upgrading their hero in the Main Phase before rolling dice to attack during the Offensive Roll Phase. After activating an ability, the opponent defends during the Defensive Roll Phase. Finally, the active player has one last chance to play or sell cards before concluding their turn. The match goes back and forth like this in a fast paced 30-minute brawl!

Dice Throne: Season One first burst upon the gaming scene in retail stores in January 2018. Dice Throne: Season Two is the exciting, roster-expanding follow up to its success, that adds 8 new heroes to the fight for the throne, each with their own unique deck of cards, status effects, hero boards, and custom dice. Season Three is already in the works bringing new heroes and a co-op campaign game mode! All seasons are balanced and cross-compatible with every other season.

Dice Throne: Season Two also expands upon the thoughtful hero tray system introduced in Season One, making it even faster and easier to get any hero to the table and ready for battle with minimal setup. Roxley Games has painstakingly crafted the components to create an immersive experience, where you feel like you are the Cursed Pirate forcing players to walk the plank, the old man Artificer building robots to do your bidding, or the Gunslinger spinning her chambers and reloading her steely pistols.

We set out to make a game that is highly strategic, beautiful to look at, easy to teach, quick to the table, fast to play, and easy to clean-up! The reaction from our positive and passionate Facebook community as well as our convention fans has shown us that the demand for the game continues to grow at a rapid pace. We are humbled at how frequently we hear this game hits the table more than any other game in their collection. Dice Throne: Season One is currently in its 3rd printing in less than 10 months.

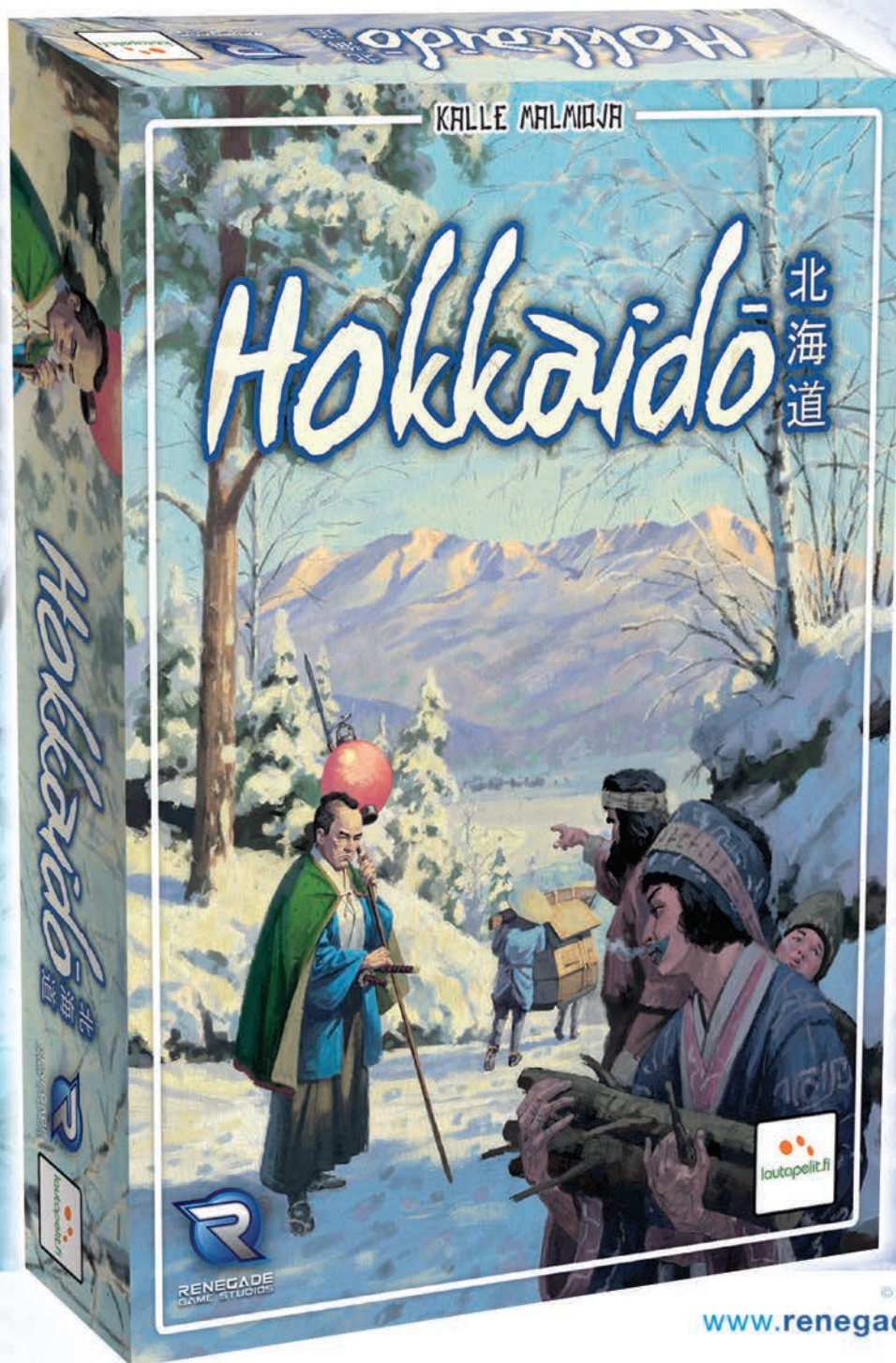
Fan reaction to Season Two has been amazing, as the Roxley team has traveled from PAX, to Gen Con, to Essen Spiel and beyond, building the Dice Throne fanbase one champion at a time. Now it's your turn:

Are you ready to take the throne?

...

Gavan Brown is the creative director and CEO of Roxley Games, located in Calgary, Alberta, Canada. Gavan has been a branding expert and graphic designer for 20 years, and a passionate game designer for 13 years. Gavan has been creative director and publisher of many boardgames, including Super Motherload, Santorini, Steampunk Rally, Brass: Birmingham, and of course Dice Throne.





© 2018 Renegade Game Studios

[www.renegadegames.com](http://www.renegadegames.com)

After establishing themselves in Honshū, the Lords and Ladies head north to Hokkaidō. Beholding Hokkaidō's mountainous landscape, they see that expansion on this land will prove to be a greater challenge than before.

**TRAVERSE THE MOUNTAINS!**  
**FEBRUARY 2019**

MSRP: \$25

Ages 8+

2-5 Players

30 min



# CALL TO ADVENTURE

Brotherwise Games

## CALL TO ADVENTURE

BGM 018 ..... \$39.95 | Available February 2019!

In February, *Call to Adventure*, the latest game from Brotherwise will be in stores. Much like our first game, *Boss Monster*, *Call to Adventure* was born from one of our childhood loves. But instead of video games, *Call to Adventure* was inspired by heroic fantasy fiction. As kids we devoured books written by Tolkien, Le Guin, Jordan, Donaldson, Bradley, and all the other great fantasy writers. When we weren't gaming, or video gaming, we were probably curled up in a chair somewhere reading about heroes in settings we could only dream of. As adults, we've continued reading and gaming, but we've grown up enough to ask ourselves why so many great fantasy board games

focused on the battles, wars, and trials of the heroes represented in those books. Why didn't any of those games focus on the hero's journey that led to those huge moments? Those small decisions and challenges that made the Hero into the dragon slayer they eventually became? As we learned from designing *Call to Adventure*, the answer is, "because it's hard."

It's hard for a board game to capture the small moments of a protagonist's growth from a nobody to a hero. It's a bit easier in an RPG, but in the limited time and space of a board game, we found it quite challenging to "gamify" both the little and big moments that make a hero who they are. Here's how we did it.

### CALL TO ADVENTURE'S STORY SYSTEM

The first thing we realized when designing *Call to Adventure* was that the heart of the game had to be about telling a story. In *Call to Adventure*, players start each game with a different Origin, Motivation, and Destiny. Their Origin and Motivation cards provide some starting abilities and unique powers, and their Destiny provides them with a scoring system that differs from the other players. These three cards form the basis of their story, and each round, players add to their story by acquiring traits, facing challenges, or facing adversaries. As they acquire new cards, their story grows, and they gain new abilities with which to face future challenges. Players may choose to focus on min/maxing their abilities throughout the game, or they can choose the story options that feel the best to them. Point-giving Story icons associated with different paths mean that both the more casual or the more strategic approach to building your story can be satisfying.

### CALL TO ADVENTURE'S CHALLENGES

Challenges are at the heart of *Call to Adventure*, but they aren't always about slaying the dragon. Sometimes your hero will be challenged by a romantic situation, or an academic one. In *Call to Adventure*, each challenge is met with two of six possible abilities, the ever-familiar

Strength, Constitution, Dexterity, Intelligence, Wisdom, and Charisma. That means that just being the strongest warrior won't always get you all the way through your story. Your warrior may be stumped by a challenge that calls on her charisma and wisdom. In many ways, *Call to Adventure* is an engine builder like *Splendor* or *Century: Spice Road*. Each Challenge you beat, or each Trait you acquire, will give you further abilities to face even tougher Challenges, or even iconic Adversaries from fantasy literature, like the Warlock, or the High Priest.



### CALL TO ADVENTURE'S RUNES

The final piece of the puzzle for bringing fantasy literature to life turned out to be a flavor fix, not a mechanistic one. Early versions of *Call to Adventure* used dice to resolve Challenges. This worked fine mechanistically, but it didn't feel right. After some experimenting we settled on custom crafted runes that represented the various abilities. Players facing a challenge now cast one rune of the appropriate ability for every icon they have of that ability in their story. It feels awesome to cast the runes as you face a challenge, and as the game goes on and you acquire more and more abilities, your handful of runes can get pretty big. The Rune system also allowed us to introduce Dark Runes. Players who are worried about not succeeding at a challenge can use experience points to pay to add Dark Runes to their roll. This gives them extra chances to succeed, but also adds a bit of push-your-luck to the game. If you cast the Moon on your Dark Rune, you acquire a point of darkness and potentially lose points.

Since the whole point of *Call to Adventure* was to bring our favorite fantasy fiction to life, you're probably wondering where the actual fantasy fiction is. Well, later this summer we'll release the first expansion in the *Call to Adventure* series, a set of more than 70 all new cards set in the world of Patrick Rothfuss's *Kingkiller* series. These "branded" expansions will allow players to insert the expansion cards into the base game and create heroes within the worlds of their favorite authors. A second expansion set in the world of Brandon Sanderson's *Stormlight Archives* is scheduled for late 2019. And with all the amazing fantasy authors out there, there's no end to the worlds *Call to Adventure* can explore!

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## ALLIANCE GAME DISTRIBUTORS

### SPOTLIGHT ON



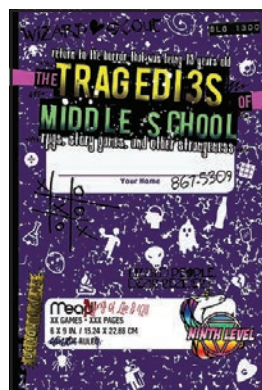
ART FROM PREVIOUS ISSUE

#### GAME TRADE MAGAZINE #230

GTM contains articles on gameplay, previews and reviews, game related fiction, and self contained games and game modules, along with solicitation information on upcoming game and hobby supply releases.

GTM 230 ..... \$3.99

## 9TH LEVEL GAMES



#### THE TRAGED13S OF MIDDLE SCHOOL

The Traged13s Of Middle School is an anthology of tabletop roleplaying, story games, LARPs, and other strangeness combining classic horror tropes with game mechanics inspired by the greatest horror of all... Junior High!!! Return to middle school without the horror of actually being 13 years old! Each of the twenty two games in The Traged13s of Middle School centers around a nostalgic junior high activity. We double dog dare you to join us back in those hallowed halls of nostalgia and dread! Scheduled to ship in February 2019.

9LG 1300.....\$24.99

## ALC STUDIO BVBA

### PACIFIC RIM: EXTINCTION MINIATURES GAME EXPANSIONS

Scheduled to ship in April 2019.



#### GIPSY DANGER JAEGER

ALC RHPRE004.....\$35.00



#### HAKUJA KAIJU

ALC RHPRE003.....\$35.00



#### OBSIDIAN FURY KAIJU

ALC RHPRE005.....\$35.00



#### SABER ATHENA JAEGER

ALC RHPRE002.....\$35.00

## ALDERAC ENTERTAINMENT GROUP



#### ISTANBUL: BIG BOX

Hustle and bustle in the bazaar district of Istanbul! Merchants and their assistants gather goods at the warehouses and then swiftly transported to the various destinations by the assistants. The goal of the merchants is to be the first to collect a certain number of rubies. Istanbul Big Box combines the base game plus two expansions! Scheduled to ship in March 2019.

AEG 7063.....\$69.99



#### MYSTIC VALE: HARMONY EXPANSION

Harmony adds new advancement and vale cards, giving players more card crafting options and exciting new possibilities for combos. Amulets feature unique effects and greater variety over regular mana tokens. Leader cards grant abilities that can be upgraded to become even more powerful! Scheduled to ship in May 2019.

AEG 7030.....\$39.99



#### SMASH UP: WORLD TOUR - INTERNATIONAL INCIDENT EXPANSION

2019 kicks off the Smash Up World Tour! As we rock our way around the globe we encounter the coolest, and most interesting people and things! Our first stops take us to Mexico and the Luchadores, Canada and the Mounties, Japan and the Sumo, and France and the Musketeers. Don't miss this set, the tour has only just begun! Scheduled to ship in March 2019.

AEG 5516.....\$24.99



#### TINY TOWNS

You are the mayor of a tiny town in the forest, where the smaller creatures of the woods have created a civilization hidden away from predators. This new land is small and the resources are scarce — you take what you can get and never say no to building materials. Cleverly plan and construct a thriving town and don't let valuable resources go to waste. Scheduled to ship in May 2019.

AEG 7053.....\$39.99

## ARCANE TINMEN

### DRAGON SHIELD

Scheduled to ship in December 2018.



#### CARD CODEX 160 PORTFOLIO 4/8 CAELUM ART

ATM 36208.....\$16.49



#### CARD CODEX 576 PORTFOLIO 12/24 DASHAT ART

ATM 37222.....\$31.99





**CARD CODEX 80 PORTFOLIO  
2/4 GUARDIAN ART**  
ATM 35953 .....\$11.49



**CARD CODEX ZIPSTER  
BINDER BORCEA ART**  
ATM 38952 .....\$34.99



**JAPANESE SLEEVES (60)**  
**MATTE IVORY**  
ATM 11117 .....\$6.99  
**MATTE JET**  
ATM 11124 .....\$6.99  
**MATTE MINT**  
ATM 11125 .....\$6.99



**MAGIC CARPET BLACK/BLACK**  
ATM 40306 .....\$64.95



**NEST BOX 100 BLACK/BLACK**  
ATM 40106 .....\$19.99



**NEST BOX 100+ BLACK/BLACK**  
ATM 40206 .....\$30.99



**PLAYMAT GILEAD**  
ATM 21152 .....\$17.99

### ARCANE WONDERS



**MAGE WARS ACADEMY:  
NECROMANCER EXPANSION**  
AWG MWX08NRAW .....\$19.99



**RWBY COMBAT READY:  
SUB-BOSS EXPANSION**  
RWBY: *Combat Ready* is an exciting cooperative game for 2-5 players that captures the flavor and excitement of the series, with fast-paced battles where all players are actively involved and engaged at the same time. Each player has their own separate deck of cards representing their attacks, actions, and moves. Each character plays a little differently, using their own unique tactics and strategies.  
AWG RWBYCR19 .....\$19.99

### ARES GAMES



#### **SWORD & SORCERY: SKELD HERO PACK**

Among the many races that live close to the Talon Coast, none can match the spiritual strength, resilience, and stubbornness of a dwarf. Out of all his brothers, Skeld became a legend thanks to his savage spirit, always ready to face the hardest battles, headless of the dangers. Skeld can be played as either a Slayer or a Berserker. Scheduled to ship in March 2019.

AGS GRPR115 .....\$12.90



#### **SWORD & SORCERY: VASTARYOUS' LAIR EXPANSION**

In *Sword & Sorcery: Vastaryous' Lair*, the Heroes are stolen away from their former lives by arcane sorcery and brought to an unknown land — a beach of black sand and ash on a faraway volcanic island, the lair of the mother of all dragons... the mighty Vastaryous and her vicious Drakonians! Scheduled to ship in March 2019.

AGS GRPR104 .....\$59.90

#### **SWORD & SORCERY: VOLKOR HERO PACK**

Volkor is a Drakonian guard that was struck by a mystical energy from a dying archmage. The wild arcane power tore the guard's mind and body free from Vastaryous' domination and set him on a new path. Volkor can be played as either a Dragonheart or a Dragonflame. Scheduled to ship in March 2019.

AGS GRPR107 .....\$12.90



### ASMODEE EDITIONS



## FEATURED ITEM



#### **BLACK MIRROR: NOSEDIVE**

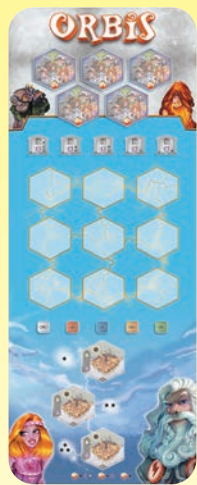
Gather your most influential friends for a game based on the *Black Mirror* episode *NOSEDIVE*. Create a perfect life by collecting Lifestyle cards, while avoiding any dings to your Social Score that could cause everything you've worked for to come crashing down. Scheduled to ship in January 2019.

ASM BM01EN .....\$19.99





## FEATURED ITEM

**ORBIS: PLAYMAT**

Take your world-building to the next universe with this beautiful *Orbis* playmat. Featuring stunning art which is also in the game, this playmat is not only eye-catching, but useful for setup as well!

ASM SCOR02..... \$29.99



## FEATURED ITEM



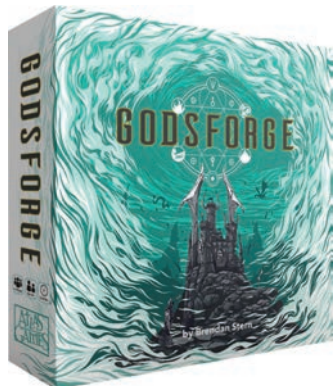
NOT FINAL ART

**THREE LITTLE PIGS**

As a little pig, your dearest wish is to build a strong and beautiful house in which you can spend your long winter evenings. But you won't need trowels nor scaffoldings, as only dice will allow you to construct your dream home. Beware the wolf prowling around, whose only thought is to literally blow down your comfy house!

ASM PBLP01..... \$29.99

## ATLAS GAMES

**GODSFORGE**

*Godsforge* is a fast moving game of battling spellcasters that is fun for 2 to 4 players. Players participate all the time in the game. Players are an elite spellcaster, battling to control the *Godsforge*, crafting creations and casting spells to defeat your opponents. Take the last ebb of their life force, and be the last one standing to win the game. Scheduled to ship in May 2019.

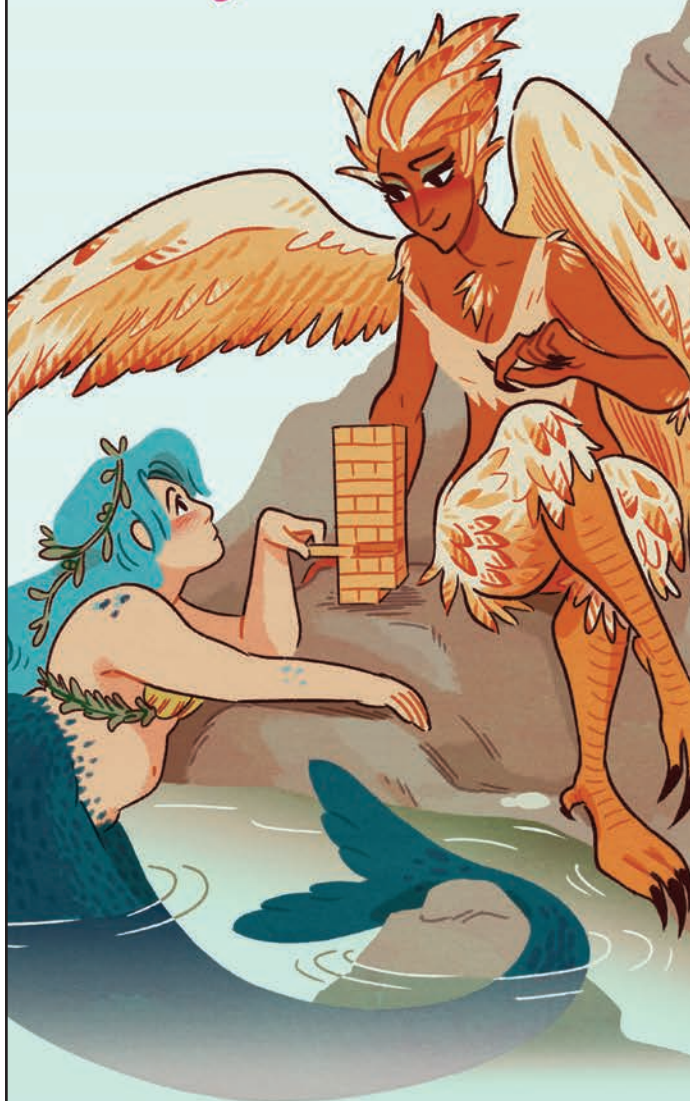
ATG 1410..... \$34.95

## BLACK KEY GAMES

**JOUST FOR FUN**

Welcome to the zany world of *Joust for Fun*! To begin, gather your pun-riddled Knights, Yetis, Self-Rescuing Princesses, Luchadores, that dude riding a giraffe (and many more)! On your turn, empower yourself with Court Cards that provide special abilities and then joust for FAN-tastic rewards!

BKG JFF001..... \$25.00

The two player game  
of forbidden love!Star  
Crossed

Order *Star Crossed* (BPG050)  
from your local retailer!

[www.bullypulpitgames.com](http://www.bullypulpitgames.com)





## BULLY PULPIT GAMES

OFFERED AGAIN

### O/A STAR CROSSED

The excitement, tension and heartbreak of romance! In *Star Crossed*, you'll craft characters who are powerfully attracted to each other, but have a compelling reason not to act on their feelings. Some of the things you'll want your character to do are going to increase that attraction - and when that happens, you are going to pull a brick out from an increasingly shaky tower and place it on the top. If the tower falls, your characters act on their feelings! Will your love be doomed, triumphant, or something in-between? Find out in *Star Crossed*! BPG 050 .....\$50.00



## CAPSTONE GAMES



### THE GAME CHANGERS

Welcome to *The Game Changers* — 80 cards that can spice up any game you play! Yes that's right take any board game you like and use one of the changers to mix things up! You decide how you'd like to change your favorite tabletop games. This game — well expansion for all games really adds eleven possible modules to spice up your game experience. Pick a changer you would like to use and add it to the game of your choice. Scheduled to ship in January 2019. CSG QG1014 .....\$12.95

## CATALYST GAME LABS



### PAIKO

In *Paikō*, each tile you place expands your territory with its Threat, giving you more options for placement outside your homeground while blocking your opponent. Enough Threat can capture your opponents' tiles, a pleasant secondary objective, but don't let it distract you from the goal: place enough tiles on the board to win the game! Scheduled to ship in November 2018. CAT 14000 .....\$49.99

## CMON



### WACKY RACES: THE BOARD GAME

In *Wacky Races*, players take control of their own racer from the classic Hanna-Barbera cartoon such as The Slag Brothers, The Gruesome Twosome, Penelope Pitstop, or Peter Perfect. Each one has their own unique stats and special abilities. The goal is to get to the finish line first by placing down cards from their hand, representing the terrain tiles. However, Dick Dastardly and Muttley in their Mean Machine will be setting up traps and using the cars' secret weaponry against them every mile along the way. Only one car can be the first across the finish line and claim the checkered flag. COL WRA001 .....\$44.99

## CORVUS BELLI

### ARISTEIA!



### LUNAH ELVEN RANGER

CVB CBARI28 .....\$18.49

### INFINITY



### ALEPH DART, OPTIMATE HUNTRESS (SUBMACHINE GUN, GRENADES)

CVB 280863-0756 .....\$12.49



### ARIADNA SUPPORT PACK

CVB 281104-0757 .....\$42.99



### NA2-JSA KAIZOKU SPEC-OPS (SPITFIRE/MEDIKIT)

CVB 280734-0755 .....\$13.49



### PANOCEANIA KAMAU AMPHIBIAN INTERVENTION TEAMS (HACKER)

CVB 281206-0754 .....\$12.49



### YU JING INVINCIBLE ARMY (YU JING SECTORIAL STARTER PACK)

CVB 281304-0753 .....\$53.99

## DAVE TAYLOR MINIATURES



### ARMIES & LEGIONS & HORDES

10,000 miniatures and more! That's how many wargaming models Dave Taylor has painted over the last 30 years. In this book, he compiles decades of knowledge about completing wargaming armies on a regular basis, covering the following themes in detail: Inspiration, Aims & Expectations, Planning & Motivation. To illustrate his points, Dave has also included detailed photographs of his more popular projects such as the Genswick 33rd Rifles, his Warlord Titan, and his Morr Empire army. This book, *Armies & Legions & Hordes*, is set to be a favorite reference book for wargamers of all genres for years to come. Scheduled to ship in March 2019. DTM 1001 .....\$50.00

## DECISION GAMES



### MODERN WAR #41: SIXTH FLEET

*Sixth Fleet* is a two-player, strategic-level wargame of the struggle for the Mediterranean set during a hypothetical Warsaw Pact versus NATO war during the 1970s and 1980s. It is primarily a naval-air conflict, with some elements of power projection using ground forces. The game map represents various sea zones (or zones) within the Mediterranean, as well as adjoining land areas. Critical bases for both sides, including neutral nations are also depicted. Scheduled to ship in April 2019. DCG MW41 .....\$39.99



DC DECK-BUILDING GAME CROSSOVER PACK 8

# BATMAN NINJA™

ニンジャバットマン



Based on the **Batman Ninja** animated feature, this expansion for the **DC Deck-Building Game** takes place in feudal Japan and lets players become Batman™, Catwoman™, Robin™, Red Robin, Red Hood™, and Nightwing™.

100% compatible with the original **DC Deck-Building Game**, **Heroes Unite**, **Forever Evil**, and **Teen Titans**!

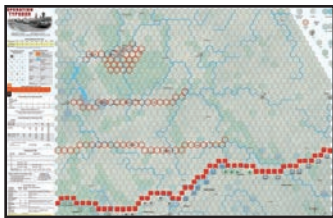
MSRP \$13  
RELEASE DATE Q1 2019

For more information, visit  
[CRYPTOZOIC.COM](http://CRYPTOZOIC.COM)

© 2019 Cryptozoic Entertainment  
BATMAN and all related characters and elements © and ™ DC Comics.  
WB SHIELD: © and ™ WBIE  
(s19)





**WORLD AT WAR #65: OPERATION TYPHOON**

*Operation Typhoon* is a solitaire operational-strategic simulation that covers the final advance toward Moscow of Germany's Army Group Center late in 1941. The player actively commands the German forces, while the rules system directs you in the handling of Soviet forces. The system allows the player to plan and execute his advance towards Moscow with the Soviet defending forces being randomly created in each hex dependent on the terrain. You win or lose, ultimately, based on the timely seizure of key areas on the map. Scheduled to ship in April 2019.

DCG WAW-65 .....\$39.99

**DEVIR AMERICAS****123!**

Animals on the farm spend their days playing hide-and-seek, running everywhere to avoid being spotted by curious kids! When the little farmhands cover their eyes and the animals scatter, it's up to the kids to figure out what happened. Sometimes animals run and hide, sometimes they switch places, and sometimes even more join the herd as they try to fool the players! This memory and observation game is fun for kids and their parents! Scheduled to ship in February 2019.

DVR DEV123 .....\$24.99

**PICNIC**

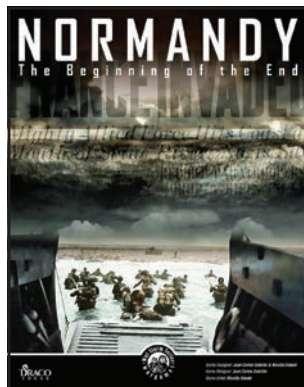
Enjoy a *Picnic* with this quick family game where players get rid of all their cards as quickly as they can! Scheduled to ship in February 2019.

DVR DEVPICNIC .....\$11.99

**DOGTAG MEDIA****DOGTAG**

*Dogtag* is the casual party game set in a world where dogs seek online fame by posting to their social media app, Dogtag. Born from LA pet pop culture, *Dogtag* is a heckin' cute card game with a bucketload of dog puns, and a ton of personality. Scheduled to ship in January 2019.

DOG DT001 .....\$20.00

**DRACO IDEAS****NORMANDY: THE BEGINNING OF THE END**

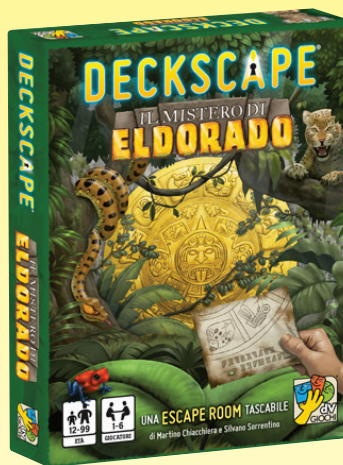
*Normandy: The Beginning of the End* is a standalone game in the War Storms series. Recreates the events of those days and allows the players to reproduce the most famous battles of the D-Day on the American beaches at a tactical level. Players take command of either the Allied or Axis forces (or can play solitaire) in the tactical battles of each scenario. Scheduled to ship in January 2019.

DIN MYDYING .....\$80.00

**DRINKING QUEST****DRINKING QUEST: LIQUOR BEFORE HONOR**

A D&D-like adventure but when your hero dies, you must chug your drink in real life! Scheduled to ship in February 2019.

DRQ 00L .....\$30.00

**DV GIOCHI****FEATURED ITEM****DECKSCAPE: THE MYSTERY OF ELDERADO**

*Deckscape: The Mystery of Eldorado* can be played with a group of friends, or solo. The expedition in search of Eldorado was a failure you have long sought the legendary golden city in the heart of the forest, without finding it. While you are flying back home, the head of a statue crashes against the plane, and you have to parachute to safety! You are lost in an uncharted area of the forest. This could be your end, or the very last chance to unravel the Mystery of Eldorado! Can you survive the pitfalls of the Amazon Forest & find the legendary city of Eldorado? Scheduled to ship in December 2018.

DVG 5702 .....\$14.90

**DYNAMITE ENTERTAINMENT****PATHFINDER LIMITED EDITION STATUE - SEONI (SPELLCASTING)**

Scheduled to ship in May 2019.

DYN C127956 .....PI

**REANIMATOR: DUEL EXPANSION SET**

Delve deeper into Herbert West's obsession to perfect his infamous re-animation serum with TWO expansion stories to the exciting *Reanimator* board game. 'Modern Times' and 'The King in Yellow' both provide players with more story cards, more characters, and more building models that will keep fans coming back to this. Scheduled to ship in January 2019.

DYN C127260 .....PI

**EVIL HAT PRODUCTIONS****FATE CORE RPG: SHADOW OF THE CENTURY HARDCOVER**

*Shadow of the Century* is a RPG supplement for *Fate Core* about pulp heroes and gonzo action in the dark future of 1984.

EHP 0045 .....\$25.00







## FEATURED ITEM


**ARKHAM HORROR LCG:  
THE WAGES OF SIN  
MYTHOS PACK**

Discover the secrets buried at Hangman's Hill in *The Wages of Sin*, the second Mythos Pack in The Circle Undone cycle for *Arkham Horror: The Card Game*! Scheduled to ship in March 2019.

FFG AHC31 ..... \$14.95



## FEATURED ITEM


**LEGEND OF THE FIVE RINGS  
LCG: WARRIORS OF THE  
WIND - UNICORN CLAN PACK**

*Warriors of the Wind* contains 78 new cards (three copies of twenty five different cards and one copy each of three different cards), many of which provide new tools to the Unicorn Clan! Scheduled to ship in March 2019.

FFG L5C17 ..... \$19.95



## FEATURED ITEM

**A GAME OF THRONES LCG:  
2ND EDITION - AT THE GATES  
CHAPTER PACK**

Return to the capital of Westeros with *At the Gates*, the first Chapter Pack in the *Kings Landing* cycle for *A Game of Thrones: The Card Game*! As the sixth cycle of Chapter Packs for *A Game of Thrones: The Card Game*, the *Kings Landing* cycle takes a new approach to the game. Scheduled to ship in March 2019.

FFG GT46 ..... \$14.95



## FEATURED ITEM


**LEGEND OF THE FIVE RINGS  
RPG: MASK OF THE ONI**

Take your players into the foreboding Shadowlands with *Mask of the Oni*. This adventure for the *Legend of the Five Rings Roleplaying Game* pits heroes against the dangers of the Shadowlands and the horrors found within the crumbling walls of the Hiruma family's fallen castle. Scheduled to ship in March 2019.

FFG L5R07 ..... \$19.95



## FEATURED ITEM


**LEGEND OF THE FIVE RINGS:  
ACROSS THE BURNING SANDS  
HARDCOVER**

Heir to the Khan of Khans Shinjo Shono has traveled west to negotiate with the caliph of al-Zawira and ensure continuing peace between the Nehiri and Unicorn. A single misstep could mean war, but cultural barriers are the least of Shono's concerns, as he faces duplicity, assassins, betrayal, and even sorcery. Scheduled to ship in March 2019.

FFG L5N03 ..... \$14.95



## FEATURED ITEM


**LEGEND OF THE  
FIVE RINGS RPG:  
SHADOWLANDS  
HARDCOVER**

Explore Fu Leng's festering domain with *The Shadowlands Sourcebook* for the *Legend of the Five Rings Roleplaying Game*! Scheduled to ship in March 2019.

FFG L5R06 ..... \$39.95





## FEATURED ITEM

**THE LORD OF THE RINGS LCG:  
MOUNT GUNDABAD  
ADVENTURE PACK**

Mount Gundabad is the fifth Adventure Pack in the *Ered Mithrin* cycle for *The Lord of the Rings: The Card Game*. As several of Middle earth's greatest heroes attempt to infiltrate the mountain stronghold of Gundabad and confront a terrible Dragon, their hopes rest on reforging a legendary sword. Scheduled to ship in March 2019.

FFG MEC70 ..... \$14.95



## FEATURED ITEM

**STAR WARS: LEGION -  
DIRECTOR ORSON KRENNIC  
COMMANDER EXPANSION**

Every great achievement requires just as much ambition, and there are few as ambitious as Director Orson Krennic. As the head of the Empires Advanced Weapons Research division, he oversaw the creation of the dreaded Death Star, and he employs the same ambition on the battlefields of *Star Wars: Legion*. Scheduled to ship in March 2019.

FFG SWL33 ..... \$12.95



## FEATURED ITEM

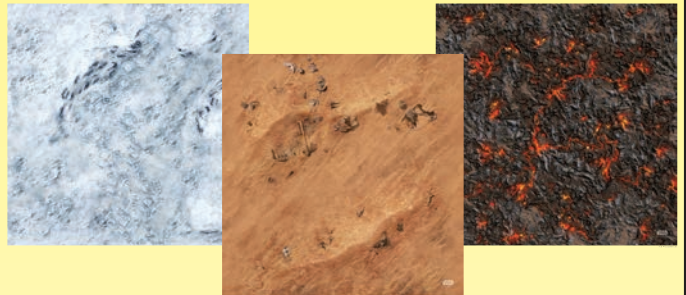
**STAR WARS DESTINY:  
CONVERGENCE BOOSTER  
PACK DISPLAY (36)**

Enter the *Star Wars* galaxy with *Convergence*, a new set of boosters for *Star Wars: Destiny*, featuring 160 new cards! Scheduled to ship in March 2019. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

FFG SWD16-D ..... \$107.64



## FEATURED ITEM

**STAR WARS: LEGION GAMEDMATS**

Upgrade your *Star Wars: Legion* play area with these Gamemats! This approximately 3 x 3 rubber mat with a slip-resistant bottom is designed to be combined with another to create a 3 x 6 play area perfect for standard-sized games. Return to the frozen snowfields of Hoth to create your own infantry battle, or transport your troops to the remote desert planet of Jakku and battle among the windswept dunes or set your infantry battles amidst the barren wastelands and craggy lava flows of the planet Sullust, drawing you even deeper into the *Star Wars* galaxy with every game! Scheduled to ship in March 2019.

HOTH FFG SWS49 ..... PI

JAKKU FFG SWS50 ..... PI

SULLUST FFG SWS48 ..... PI



## FEATURED ITEM

**STAR WARS DESTINY:  
STARTER SETS**

Discover an ideal entry point with the *General Grievous* and *Obi-Wan Kenobi Starter Sets*! These 24-card deck provides the perfect place for anyone to start playing *Star Wars: Destiny*. Scheduled to ship in March 2019.

**GENERAL GRIEVOUS**

FFG SWD14 ..... \$14.95

**OBI-WAN KENOBI**

FFG SWD15 ..... \$14.95



## FEATURED ITEM

**STAR WARS: LEGION -  
IMPERIAL DEATH  
TROOPERS UNIT  
EXPANSION**

Tactically advancing across the battlefields like inhuman revenants, Imperial Death Troopers are a terrifying sight. Adorned in jet black armor and carrying an arsenal of weapons and equipment, these troopers are the elite soldiers of the Tarkin Initiative. Scheduled to ship in March 2019.

FFG SWL34 ..... \$24.95



# Legend of the Five Rings™

ROLEPLAYING



## SHADOWLANDS

THE ESSENTIAL GUIDE TO THE  
DOMINION OF FU LENG

Explore Fu Leng's festering domain with the *Shadowlands* sourcebook for the *Legend of the Five Rings Roleplaying Game*! Discover the vile locations and denizens of this ancient realm, as well as the brave samurai who stand against them, including the mighty Falcon Clan. Finally, advice for Game Masters running campaigns in this dark domain ensures your games are dripping with theme. Can your samurai survive the perils of the Shadowlands?

L5R06 | \$39.95



## MASK OF THE ONI

AN ADVENTURE IN THE SHADOWLANDS

Take your players into the foreboding Shadowlands with *Mask of the Oni*. This adventure for the *Legend of the Five Rings Roleplaying Game* pits heroes against the dangers of the Shadowlands and the horrors found within the crumbling walls of the Hiruma family's fallen castle. Tokens, maps, and an adventure booklet will guide players on their journey, but will they survive with their soul intact?

L5R07 | \$19.95

\*Not all components are shown.  
Components shown are not to scale.

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## FEATURED ITEM

**STAR WARS: LEGION - JYN ERSO COMMANDER EXPANSION**

The shadow of the Death Star looms across the galaxy, threatening any planet that doesn't fall in line with the Empire. Only those brave — and perhaps foolish — enough to stand against the Empire can hope to save the galaxy from this technological terror. Raised by the extremist Saw Gerrera and on her own from a young age, Jyn Erso embodies both of these qualities. Scheduled to ship in March 2019.

FFG SWL31 ..... \$12.95



## FEATURED ITEM

**STAR WARS: LEGION - REBEL PATHFINDERS UNIT EXPANSION**

Spies, saboteurs, and assassins, the Rebel Pathfinders are the most elite — and the most deadly — of the Alliance's soldiers. These grizzled combat veterans need unwavering dedication to their cause in order to endure the horrors of their operations and missions. Scheduled to ship in March 2019.

FFG SWL32 ..... \$24.95



## FLYING MEEPLE

**DIG DOG DIG**

The dogs have buried their prized toys in the yard, but they cannot remember where. Players take turns looking through the yard, trying to be the first doggie to find all of five of their favorite toys. The player that finds all their items first is the winner! Scheduled to ship in December 2018.

GSU F2200 ..... \$30.00

## GAMES WORKSHOP

**WARHAMMER 40K****CHAOS SPACE MARINE NOISE MARINE**

GAW 43-58 ..... \$35.00

**REALM OF CHAOS: WRATH & RAPTURE**

GAW WR-60 ..... \$160.00



## GLOBAL GAMES

## SPOTLIGHT ON

**HEART OF CROWN: FAIRY GARDEN - PATH BEFORE HEAVEN**

The fifth expansion for *Heart of Crown*. It requires either the base set or the *Fairy Garden* expansion to play and may be integrated with the other *Heart of Crown* expansions. The set contains 72 cards. Scheduled to ship in April 2019.

GGD JPG154 ..... PI

## HEBANON GAMES

**PARTY FOWL: THE GAME OF DRUNK DUCKS**

*Party Fowl: The Game of Drunk Ducks* is a card-based, light strategy game with area control mechanics on a modular board. You play as students attending Duck University. It's the week before finals, and you're fitting to get fowl! You'll need to party carefully though; the social pecking order at Duck U is a real cluster-duck. Strategically move your duck around the house and start conversations that make you the life of the party. Just watch out for those basic hens and duck bois looking to sabotage your fun! Scheduled to ship in March 2019.

HGB 0100 ..... \$30.00

## HOWLING HOG GAMES

**THE CURSE OF MISFORTUNE LANE**

Every Friday the 13th, an ancient curse unleashes a horrible monster on the helpless citizens of Misfortune Lane. The adults hide indoors clutching lucky trinkets while their weapons gather dust. This year their kids have decided to end this dreadful cycle once and for all. One to four players (the kids) must gather weapons, avoid traps, defeat the monster, and break the curse! One player (the monster) will litter the town with cursed objects and use all of their power to stop those meddling kids. Scheduled to ship in March 2019.

HHA 0001 ..... \$30.00

## IDW GAMES

**MUNCHKIN TEENAGE MUTANT NINJA TURTLES DELUXE EDITION**

Using the much beloved and extremely popular *Munchkin* game rules by Steve Jackson Games, *Munchkin Teenage Mutant Ninja Turtles* blends the humor and gameplay of *Munchkin* with the enemies and "teamup" themes of the iconic *Teenage Mutant Ninja Turtles* comics. In *Munchkin TMNT* the Turtles and their pals are in a race to the Level 10 Pizza Parlor as the first one there eats for free! It's all good dudes, except Shredder and the Foot Clan are out to spoil the pizza party.

IDW 01575 ..... \$29.99



## JELLYBEAN GAMES



### VILLAGE PILLAGE

Loot Thy Neighbor. *Village Pillage* is a fast-paced game of risk and betrayal. Each turn, play a card against each neighbor - it's rock-paper-scissors on two sides at once! Farmers grow turnips, armies steal turnips, walls block armies, and merchants by relics and add additional cards to your hand. The first player to collect 3 relics wins!

JBG 556501 ..... \$19.95

## KEYMASTER GAMES



### CAMPY CREATURES 2ND EDITION

As mad scientists, each player has been tasked with the goal of capturing Mortals for future experimentation. Players have an army of *Campy Creatures* to do their bidding with three nights to get the job done. Be warned though—the Mortals won't go out without a fight.

KYM 0202.....\$24.99



### CAMPY CREATURES: CONVERSION EDITION

The *Conversion Edition* includes *Expansion I*, the new, larger 2nd Edition box, all of the new and updated 2nd edition cards, updated Clash-O-Meter, Clash Markers, Monster Tokens, and updated rulebook.

KYM 02CE .....\$24.99

### CAMPY CREATURES: EXPANSION I

With *Expansion I*, players are given more options to customize their hand with the addition of 4 new Creature Cards, bringing the creature total to 13. Standard setup involves players having identical hands of cards, but players can also decide to play "chaotically" where each player chooses their hand of Creature cards at the beginning of the game. Feeling extra mad (in a science-y way of course)? Choose different Creature cards every round!

KYM 02X1.....\$14.99

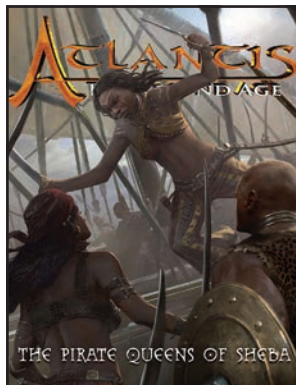


### CONTROL 2ND EDITION

Players are time travelers who've been caught in a rupture in spacetime and displaced outside time. Each player must use Fuel Cells (the cards) to refuel their own time machine while preventing other players from refueling first.

KYM 0102.....\$9.99

## KHEPERA PUBLISHING



### ATLANTIS RPG: PIRATE QUEENS OF SHEBA

A full-length adventure set in the antediluvian world of ATLANTIS! Entangled in a web of intrigue spanning the Sheban criminal underworld and the gleaming halls of the Queen's royal palace. The heroes fight, sail, and plunder across the scintillating island kingdom of Sheba in their attempt at stopping the rapacious pirate queen Zenobia. Scheduled to ship in February 2019.

KHP 037 .....\$12.99



### MYTHIC: ADVENTURE ANTHOLOGY ONE

*Mythic D6: Adventure Anthology One* is a small book, but one giant step into super heroic roleplaying! The *Mythic D6 Adventure Anthology* contains 40+ plot hooks, and six pulse pounding adventures by some of the industry's top talent. Scheduled to ship in February 2019.

KHP 036 .....\$24.95

## KONAMI DIGITAL ENTERTAINMENT

### SPOTLIGHT ON



### YU-GI-OH! TCG: ARENA OF LOST SOULS BOOSTER DISPLAY (36)

Kick off Spring with *Arena of Lost Souls*, the first ever Speed Duel Booster! Build upon the *Speed Duel Starter Decks: Destiny Masters & Duelists of Tomorrow* with 45 new-to-Speed Duel cards and 5 brand-new Skill Cards! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

KON 84276 .....\$53.64

### YU-GI-OH! TCG: INFINITY CHASERS BOOSTER DISPLAY (24)

Join the quest to obtain overwhelming Dueling power with *The Infinity Chasers*, Winter 2019's 60-card, all-foil booster set! Duelists looking to pick up a new strategy should look no further, as *The Infinity Chasers* introduces 3 new strategies with their own unique gameplay styles. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

KON 84243 .....\$95.76



### YU-GI-OH! TCG: DUEL POWER BOX

Each *Duel Power* box contains: 6 *Duel Power* booster packs, each with 5 Ultra Rare cards per pack 6 new Ultra Rare variant art cards, showing off new art versions of the main monsters from each *Yu-Gi-Oh!* anime series (Dark Magician, Elemental HERO Neos, Stardust Dragon, Number 39: Utopia, Odd-Eyes Pendulum Dragon, and Decode Talker), and 1 Gameboard.

KON 84263 .....\$29.99



## GAMES

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GTM

FEB 2019

35

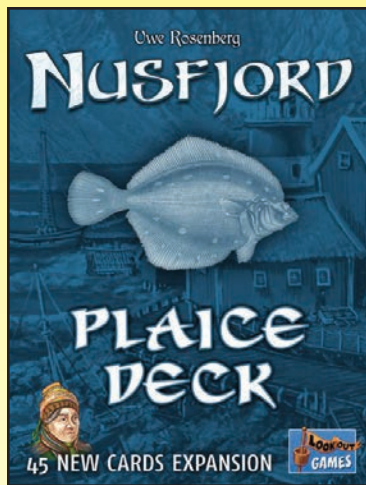




## LOOKOUT GAMES



## FEATURED ITEM



### NUSFJORD: PLAICE DECK EXPANSION

Nusfjord: Plaice Deck contains 45 new cards and also metal coins for use with the Nusfjord base game. Scheduled to ship in January 2019.

LKG LK0106 ..... \$14.99

## GAMES

## LOONEY LABS

## SPOTLIGHT ON

### TIME BREAKER

It's a chase across time to catch a chronocriminal! The *Time Breaker* is running amok in time, jumping from one tile to another, each representing a different year. In this fast-paced card game, you must carefully navigate the time stream to find and arrest the Time Breaker. Then, return with them to Time Repair HQ before your opponents catch up or the Time Breaker slips away. Good luck, Agents!

LOO 100 ..... \$25.00



## MANTIC ENTERTAINMENT

### KINGS OF WAR VANGUARD

Scheduled to ship in January 2018.



### DWARF SUPPORT PACK - STEEL JUGGERNAUT

MGE MGVD201 ..... \$17.99



### DWARF REINFORCEMENT PACK

MGE MGVD301 ..... \$17.99



### DWARF SUPPORT PACK - FLAME PRIEST

MGE MGVD202 ..... \$14.99



### FIREBRAND MERCENARY BOOSTER

MGE MGVM201 ..... \$14.99



### DWARF SUPPORT PACK - IRONWATCH

MGE MGVD205 ..... \$14.99



### KUZLO AND MADFALL MERCENARY BOOSTER

MGE MGVM202 ..... \$14.99



### DWARF SUPPORT PACK - MASTIFF PACKMASTER

MGE MGVD203 ..... \$14.99



### NORTHERN ALLIANCE ICE ELEMENTAL

MGE MGVAL201 ..... \$17.99

## MARIUCCI J DESIGNS



### DWARF SUPPORT PACK - SHIELDBREAKER

MGE MGVD204 ..... \$14.99



### HEXPLORE IT: FORESTS OF ADRIMON

Enter the *Forests of Adrimon* and attempt to gather the relic fragments, creating powerful equipment that may help destroy the sorceress. Players will be able to gain Favors from the spirits of the heroes who came before them, sneak into mind-wiped cities, move through the fey-realm and interact with powerful ally the Dryad, battle tough foes and even save some of them from the Magi's wrath. There are hundreds of unique scenarios that can affect each game. Scheduled to ship in April 2019.

MJD H0210 ..... \$100.00



### DWARF WARBAND SET

MGE MGVD101 ..... \$44.99





### HEXPLORE IT: THE VALLEY OF THE DEAD KING

Select your hero by combining two character options: your role and race. This combination drives your hero's strengths, weaknesses, and defines your special abilities. Travel across the map earning power-ups by completing quests and battling opponents of multiple types. Move carefully the avoid many dangers and travel from city to city, visiting shrines and ruins along the way. Gain power quickly for the Dead King also moves... he destroys the cities while you frantically gather the power necessary to stop him! Scheduled to ship in April 2019.

MJD H0201 ..... \$100.00

### MAX PROTECTION



### MAX PRO 9-POCKET TRADING CARD PAGES - PREMIUM BLACK LABEL SERIES (100)

MAX MP9100 ..... PI

### PLAY MATS

#### OFFERED AGAIN



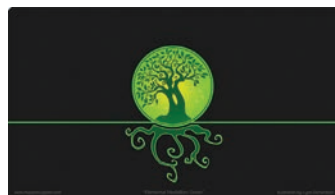
### O/A ELEMENTAL MEDALLION BLACK

MAX 8010MEBK ..... PI



### O/A ELEMENTAL MEDALLION BLUE

MAX 8010MEBU ..... PI



### O/A ELEMENTAL MEDALLION GREEN

MAX 8010MEGR ..... PI



### O/A ELEMENTAL MEDALLION RED

MAX 8010MERD ..... PI



### O/A ELEMENTAL MEDALLION WHITE

MAX 8010MEWT ..... PI



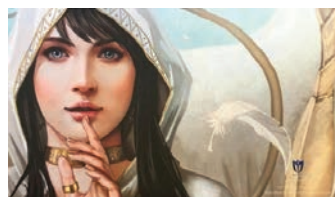
### O/A ELEMENTAL MEDALLION 5 COLORS

MAX 8010MEL5 ..... PI



### O/A JOLLY ROGER PIRATE FLAG

MAX 8010MYAR ..... PI



### O/A LET SLEEPING DRAGONS LIE

MAX 8010MLDL ..... PI



### O/A TROUBLE AT THE TEMPLE - DRAGON INVASION

MAX 8010MTAT ..... PI

# Kitty Paw

## Valentine's Day Edition

The Purrrfect Gift!

Personalize your Valentine's Day message!

Happy Valentine's Day

Love you

Happy Valentine's Day

© 2018 Renegade Game Studios

**Number of Players: 2-4**  
**Playing Time: 15-30 min**  
**Ages: 6+ MSRP: \$20**

www.renegadegames.com

RENEGADE GAME STUDIOS





## O/A UNDEFEATED

MAX PMWRZ2 ..... PI



## MODIPHUIS



### UNITY RPG

Unity is a fantasy roleplaying experience focused on spectacular storytelling, cinematic moments, deep character growth, and a riveting combat system that encourages you to combine your powers with your allies to overcome impossible challenges. Scheduled to ship in January 2019.

MUH 051560 ..... \$57.99

## NESTE TREKK

### GREEN BOX OF GAMES

The Green Box of Games is not a single game, it is a game system that comes with a collection of 16 games you can play. Designed to be like a deck of cards for board games the box is filled with versatile components, tiles, cards, cubes and dice, that you can use to play lots of different games, or even create your own. The games included in the rulebook spans from quick family games to more complex strategy games, plus a few traditional classics, and includes solo games as well as games for up to 8 or 10 people. Scheduled to ship in January 2019.

GBG G2017 ..... \$26.99



## OINK GAMES



### MASKMEN

You are a Pro Wrestling promoter! This year you must take care of some new wrestlers assigned to you. If they lose, your sponsors will be very upset...So you must win at any cost! This is the reason why, with utmost importance, you have to know the strength of your wrestlers. The problem is, all of your six wrestlers are total newcomers. How strong are they and in what order can you send them into the ring...? Get ready to rumble!!

ONK MSK ..... \$23.00

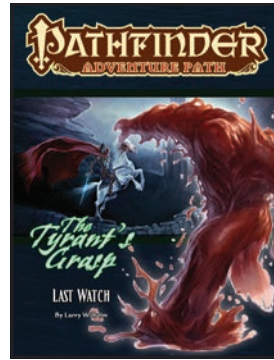


### TOMATOMATO

TomatoTomato includes four card types Tomato, Mato, Ma, To that you will turn over and line up one by one, and after a turn, you must read the entire line of cards from start to finish. At the start you may have to say only Tomato, but quickly the cards will escalate into the difficult tongue-twister Tomatotomatomama! It sounds great when you can say it smoothly and hilarious when you can't! Scheduled to ship in December 2018.

ONK 794090 ..... \$23.00

## PAIZO PUBLISHING



### PATHFINDER RPG: ADVENTURE PATH - THE TYRANT'S GRASP PART 3 - LAST WATCH

Having learned that the undead-obsessed Whispering Way was behind the attack on the remote village of Roslar's Coffin, the heroes head to the city of Vigil to alert the goodly Knights of Ozem. Scheduled to ship in April 2019.

PZO 90141 ..... \$24.99



### PATHFINDER RPG: FLIP-MAT CLASSICS - DEEP FOREST

Whether your party is exploring an ancient forest or fighting beasts in the woods, no Game Master wants to spend time drawing every tree and trail that the party might come across. Fortunately, with the latest Pathfinder Flip-Mat Classics, you don't have to! Scheduled to ship in April 2019.

PZO 31024 ..... \$13.99



### PATHFINDER RPG: CAMPAIGN SETTING - CONCORDANCE OF RIVALS

Help maintain the balance of the multiverse with Pathfinder Campaign Setting: Concordance of Rivals! Just as the Book of the Damned and the Chronicle of the Righteous documented the fiendish and celestial realms and their denizens, Concordance of Rivals reveals the monitors, the neutral inhabitants of the multiverse, each seeking to maintain their influence over existence. Scheduled to ship in April 2019.

PZO 92114 ..... \$19.99



### STARFINDER RPG: ADVENTURE PATH - DAWN OF FLAME 3 - SUN DIVERS

With data recovered during the previous adventure, the characters have proof of an extant deep-culture site and the coordinates to travel there. What they lack is the technology to dive into the sun for a visit. Scheduled to ship in April 2019.

PZO 7215 ..... \$22.99



### PATHFINDER RPG: FLIP-TILES - DUNGEON VAULTS EXPANSION

Some dungeons are bigger than others! Flip-Tiles: Dungeon Vaults Expansion is the newest expansion to the Flip-Tiles: Dungeon Starter Set. With 24 full-color 6 x 6-inch double-sided tiles, each stunningly crafted by cartographer Jason A. Engle, you can add even larger fanes, occult chambers, arcane workshops, and strangely shaped chambers to your dungeon. Scheduled to ship in April 2019.

PZO 4079 ..... \$19.99



### STARFINDER RPG: PAWNS - SIGNAL OF SCREAMS PAWN COLLECTION

Key aliens and NPCs from the Signal of Screams Adventure Path come alive on your tabletop with the Signal of Screams Pawn Collection, featuring more than 100 creature pawns for use with the Starfinder Roleplaying Game or any tabletop science-fantasy RPG! Scheduled to ship in April 2019.

PZO 7410 ..... \$19.99



# STARTROPOLIS

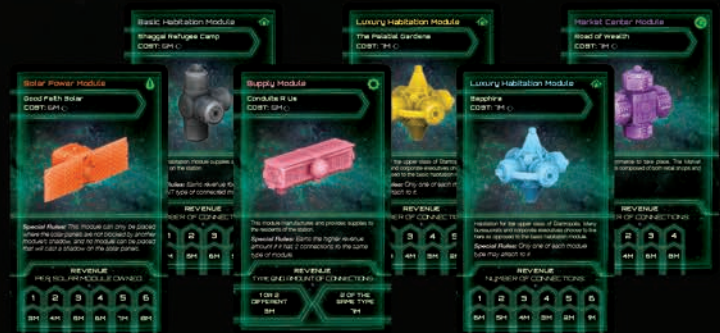


Available Spring 2019

## Buy. Build. Earn.

You are the alien CEO of a galactic corporation, and your masters have given you seed money. What will you purchase? A solar power monopoly? Luxury habitats? Will you outperform your competition, and prove your dominance?

Startropolis is a modular 3D space station game for 2-4 people. Each turn, players buy modules and connect them to the existing space station. This creates revenue, and allows them to purchase more modules. The player with the most credits at game end wins.



PETERSEN GAMES  
A SANDY PETERSEN COMPANY

[www.PetersenGames.com](http://www.PetersenGames.com)





## SPOTLIGHT ON

**STARFINDER RPG: BEGINNER BOX**

Launch into an exciting galaxy of adventure with the *Starfinder Beginner Box*, an imaginative tabletop science-fantasy adventure game for 2-5 players! Scheduled to ship in April 2019.

PZO 7110 .....\$39.99

## PANDASAURUS GAMES

**ARRAIAL**

*Arraial* is a fast-paced tile-laying game in which the players take turns placing festival tiles in their neighborhoods, trying to make the shapes fit perfectly with the tiles they've already placed. The goal is to throw the best, most diverse party in order to attract the most visitors. The unique, rotating central board means that your position at the table has an impact on gameplay!

PAN 20101 .....\$44.95

**DEAD MAN'S CABAL**

Welcome to the Necromancers Ball... *Dead Man's Party* is a nail-biting strategy game by Daniel Newman and developed by Jon Gilmour (*Dead of Winter*, *Dinosaur Island*) where players cast spells to bring the most legendary partiers of the past back from the dead to attend a ghostly soiree. *Dead Man's* is accessible and easy to learn, but the cunning decisions in the game will leave even seasoned gamers in ghostly delight. Scheduled to ship in September 2018.

PAN 201816 .....\$49.95

## PLAID HAT GAMES

## FEATURED ITEM

**SUPER PUNCH FIGHTER**

*Super Punch Fighter* is a zany arena combat game in the style of an arcade fighter video game. Scheduled to ship in March 2019.

PHG PH2600 .....\$39.95

## PLAYFUSION

**LIGHTSEEKERS:  
RIFT PACK - LOST RELICS**

To The Rift, much of the past have been thought lost. Now, with the return of the deadly umbron menace, long forgotten relics have once again emerged from its depths, items powerful enough to allow those who wield them to overcome this rising threat and lay claim to the Lightstones. However, these relics are not simply tools of war. For those *Lightseekers* whose talent runs the deepest, these artifact hold another secret, the ability to call upon the elements themselves. Scheduled to ship in December 2018.

PIF L82053 .....\$15.00

## POKÉMON USA

**POKÉMON TCG:****KANTO FRIENDS MINI TIN**

*Pokémon* favorites in the palm of your hand! In this Mini Tin, you'll find: 2 *Pokémon* TCG booster packs, 1 metallic *Pokémon* coin and a *Pokémon* art card showing the art from this Mini Tin - you can collect and combine all 5!

PUI 80385 .....PI

## SPOTLIGHT ON

**POKÉMON TCG: TAG TEAM TIN**

A Team of *Pokémon*-GX working together! A tag team can be stronger than a *Pokémon* battling solo! Choose from three strong duos - *Pikachu* & *Zekrom*-GX, *Eevee* & *Snorlax*-GX, or *Celebi* & *Venusaur*-GX - in the *Pokémon Trading Card Game: Tag Team Tin*. Each of these fantastic tins contains an amazing pair of *Pokémon* who work together perfectly as a team - with a GX attack that can leave opponents in the dust! In this tin, you'll find: 1 of 3 foil Tag Team *Pokémon*-GX with special art: *Pikachu* & *Zekrom*-GX, *Eevee* & *Snorlax*-GX, or *Celebi* & *Venusaur*-GX, 4 *Pokémon* TCG booster packs, and 1 metal TAG TEAM GX marker.

PUI 80529 .....PI

## PRIVATEER PRESS

**MONSTERPOCALYPSE**

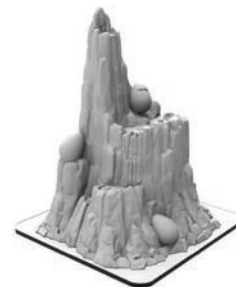
Scheduled to ship in March 2019.

**APARTMENT BUILDING (RESIN)**

PIP 51053 .....PI

**LORDS OF CTHUL YASHETH  
MONSTER (RESIN)**

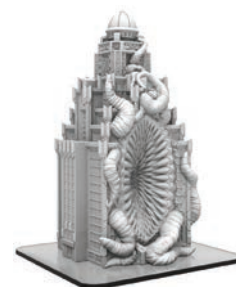
PIP 51024 .....PI

**MOUNT TERRA (RESIN)**

PIP 51054 .....PI

**TERRASAURS ARMODAX  
MONSTER (RESIN)**

PIP 51022 .....PI

**VOID GATE BUILDING (RESIN)**

PIP 51052 .....PI





**CRYX WARWITCH  
INITIATE DENEGRHA  
WARCASTER (WHITE METAL)**  
PIP 92045 .....\$14.99



**MERCENARIES STEELHEAD  
ARCANIST SOLO (RESIN AND  
WHITE METAL)**  
PIP 41152 .....\$14.99



**MERCENARIES STEELHEAD  
GUNNER SOLO (RESIN AND  
WHITE METAL)**  
PIP 41156 .....\$13.99



**RETRIBUTION OF SCYRAH  
GARRATH EYE OF VENGEANCE  
WARCASTER (WHITE METAL)**  
PIP 35090 .....\$16.99

**QUICK SIMPLE  
FUN GAMES**



**ORE: THE MINING GAME**  
Players make decisions for how they want to generate money and mind resources to develop their company. Watch out though, as the competition for resources is tough. Worker placement and resource management are key in this tense Euro game for 2-5 players. Scheduled to ship in February 2019.  
QSF 177637 .....\$59.99



**SQUIRRELS: HIDDEN TREASURES**  
Each squirrel village has selected their champion to climb the Magic Acorn Tree in search of the best nuts and berries. Can you lead your village to victory? Players must use dexterity, set collection, and push their luck to claim victory in this game for 2-4 players. Scheduled to ship in February 2019.  
QSF 177640 .....\$59.99

**RANDOMSKILL  
GAMES**



**OVERBOOKED**  
You have been thrust into the world of airline booking, and tasked with managing competing airlines. You have to satisfy each passenger's different needs to score prestige for your airline. Book too few passengers, and you may not be able to fill your flight. Book too many, however, and some passengers will obviously be really unhappy.  
RNK 020 .....\$45.00

**RATHER DASHING GAMES**

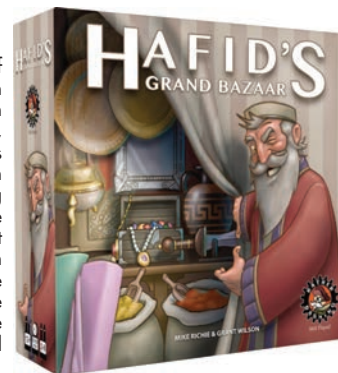
**SPOTLIGHT ON**



**ELEMENT**  
In *Element*, players take turns drawing and placing four element stones to encircle opposing sages. Each element has unique properties that players can use to block an opponent's movement. Feed walls of flame, move raging rivers, raise impenetrable mountain ranges, and even bend wind to your command. Transform one element into another with the rule of replacement or sacrifice element stones to help your sage avoid capture. Scheduled to ship in December 2018.  
RDG 700001 .....\$34.99

**HAFID'S GRAND BAZAAR**

*Hafid's Grand Bazaar* is played in a series of rounds based on the number of players. Each round consists of four phases during which players will take turns bidding on caravans, influence, and customers; collecting goods from caravans; trading and negotiating with each other to collect sets of goods; and selling their goods for maximum profit. Goods are divided into five categories, with five different items in each category. Players can see which categories of goods their opponents are holding by the symbols on the backs of the cards, but do not know the specific item the cards represent in those categories. Scheduled to ship in December 2018.  
RDG 704003 .....\$34.99



**WAKENING LAIR**

*Wakening Lair* is a fully cooperative dungeon delve for 2-6 players, who take on the roles of heroic adventurers banded together to defeat the monsters inhabiting a nearby lair. Play heroes from nine different character classes, each with unique abilities to help vanquish foes. Double-sided hero cards provide both male and female versions of each class for a total of 18 heroes to choose from. Scheduled to ship in December 2018.  
RDG 704006 .....\$34.99

**RAVENSBURGER**

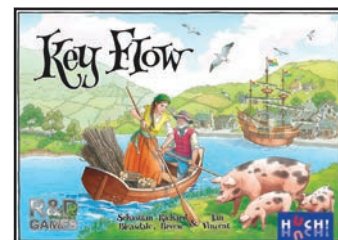
**FANCY NANCY SIGNATURE GAME**

Can you help Fancy Nancy pick out what to wear? Use deduction to figure out what dress, shirt, pants, hat, or shoes will make Nancy feel fabulous! Collect the most matching pairs to win! Put your styling skills to the test with this clever guessing game! Scheduled to ship in March 2018.  
RVN 60001726 .....\$24.99

**PIKMI POPS MATCHING**

It's a classic game of picture matching with a scentsational surprise. Take turns flipping over colorful tiles to reveal Leroy the Monkey, Dream the Unicorn, Erkle the Turtle, and more of your favorite *Pikmi Pops* characters! You'll even find surprise banana-scented tiles! Pick up the most matching pairs to win! Scheduled to ship in March 2018.  
RVN 60001801 .....\$9.99

**R&D GAMES**



**KEY FLOW**

The great river *Key Flow* passes through the new Key Lands, carrying ships laden with resources for building and trade. Along the riverside, buildings are built, boats are moored in docks, and animals graze in the fields. Players build communities alongside this river, and send workers (known as "keyples") to work in both their own and their neighbors' businesses, enabling their economy to develop and flourish. Scheduled to ship in December 2018.  
RND 1801KFLO .....PI





## FIREWORKS (RGS00823)

- Launch your fireworks die out of the barrel and into the box!
- Collect tiles to add to your city board!
- Create stunning fireworks displays!

**MSRP:** \$25    **Ages:** 6+    **2-4 Players**    **20 Min**

**Available Now!**



## KITTY PAW: VALENTINE'S DAY EDITION (RGS00854)

- A Valentine and a game for your special someone this holiday!
- Same classic game, special edition box!
- Adorable and easy to learn for the whole family!

**MSRP:** \$20    **Ages:** 6+    **2-4 Players**    **15-30 Min**

**Available Now!**



## BARGAIN QUEST: CHAOTIC GOODS EXPANSION (RGS00879)

- Increase your customer base with 13 new Heroes!
- Beef up your staff with 9 new Employees!
- Enjoy art from Guest Artists including Scott Kurtz, Yuko Ota, and more!

**MSRP:** \$10    **Ages:** 8+    **2-6 Players**    **30-60 Min**

**March Release!**

**NEW LISTING!**



## CLANK! IN! SPACE! APOCALYPSE! (RGS00828)

- Thwart Lord Eradikus' evil schemes by stealing black cubes!
- Explore two new double-sided modules and 35 new cards!
- Expand Clank! In! Space! with a new map tiles and challenges!

**MSRP:** \$25    **Ages:** 12+    **2-4 Players**    **45-90 Min**

**Available Now!**



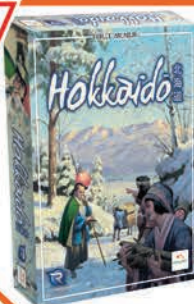
**NEW RELEASE!**

## HOKKAIDŌ (RGS00857)

- Journey from Honshū to the mountains of Japan's Northern Island, Hokkaidō!
- Expand your personal map by drafting new cards and terraforming your land.
- Complete new goals as you explore this second map-building game in the Nippon Series.

**MSRP:** \$25    **Ages:** 8+    **2-5 Players**    **30 Min**

**February Release!**



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FEB 2019

42



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## ALTIPLANO (RGS00807)

- Manage your scarce resources for the highest yield!
- Add new action spots to your board to increase available goods!
- Reiner Stockhausen's latest "bag-building" design!

**MSRP:** \$65    **Ages:** 12+    **2-5 Players**    **60-120 Min**

**Available Now!**



## EX LIBRIS (RGS00577)

- Choose from one of the 12 unique librarians to play!
- Alphabetize your books to maximize your score!
- A worker placement game with rotating action spaces!

**MSRP:** \$60    **Ages:** 10+    **2-4 Players**    **45 Min**

**Available Now!**



## KIDS ON BIKES STRANGE ADVENTURES VOL 1 (RGS04853)

- Official story hooks for your Kids on Bikes adventures!
- 20 unique town settings created by seasoned writers!
- Make sure to grab your flashlight for these thrilling adventures!

**MSRP:** \$20    **Designer:** John Gilmore and Doug Levandowski

**Cover Artist:** Heather Vaughan

**February Release!**

**NEW!**  
**RELEASE!**



## OUTBREAK UNDEAD - 2ND EDITION GAMEMASTER'S GUIDE (RGS04860)

- Fight the undead hordes, survive incredible odds, and rebuild civilization!
- 2nd edition of the ENnie Award-Winning RPG!
- Free Online Assessment tool allows you to play as YOURSELF!

**MSRP:** \$45    **Designer:** Christopher J. De La Rosa

**Artist:** Anthony Jones, Shar Tuiasoa, Kent E. Davis, Caleb Cleveland, and Christopher J. De La Rosa

**Available Now!**



## OVERLIGHT: DELUXE SPIRIT DICE SET (RGS00814)

- Seven deluxe, over-sized Spirit Dice for Overlight!
- Like seven crystals mined from the mountains of Zenith, they are crafted in the colors of the Overlight!
- They feature the sigils of the seven Virtues — Spirit, Wisdom, Logic, Compassion, Will, Vigor, and Might!

**MSRP:** \$15    **Designer:** Paul Alexander Butler and George Holland

**Available Now!**

**NEW!**  
**RELEASE!**







## REAPER MINIATURES

### DARK HEAVEN

Scheduled to ship in December 2018.



**ALEA FROSTBLADE,  
FEMALE BARBARIAN**

RPR 03931 .....\$7.49



**DRANGUS, DUCKMAN WARRIOR**

RPR 03929 .....\$9.29



**MISTVEIL, CATFOLK SORCERESS**

RPR 03927 .....\$6.99



**POPPY CLOVERLOCKS,  
HALFLING BARMAID**

RPR 03932 .....\$6.99



**SELENE, FEMALE CLERIC**

RPR 03930 .....\$8.29



**STEELCLAW, CATFOLK PALADIN**

RPR 03928 .....\$6.99

### DUNGEON DWELLERS

Scheduled to ship in December 2018.



**CAERINDRA THISTLEMOOR,  
SELLWORD**

RPR 07012 .....\$9.99



**ORC WARRIORS**

RPR 07014 .....\$13.49

## RESONYM



### VISITOR IN BLACKWOOD GROVE

A mysterious Visitor has crashed in Blackwood Grove. Race to figure out the secret rule as the Agent or the Kid in this induction game! A spacecraft crashes in Blackwood Grove, and the kid is the only one watching. Federal agents hunt down the signal, but no one can get near the craft due to its crushing forcefield. Why can some objects pass through it, but others are repelled? Experiment with what can pass through the forcefield, figure out the rule, and reach your goal.

MFL S01VI.....\$20.00

## ROAD TO INFAMY GAMES



### CRYPT

In *Crypt*, players send their loyal servants into the crypt chambers to take back the family's valued treasure. Claim Treasure cards by placing Servant dice by choosing any value on each die to designate each Servant's effort. At the end of the game, players will add the value of their treasures plus any bonus points from selling sets to Collectors. The player with the most valuable collection wins!

RTI CR001 .....\$15.00

## SMIRK & DAGGER

### OFFERED AGAIN



### O/A DEAD LAST

Stay Alive! Gain a Fortune! A "social collusion" game of shifting alliances, betrayals, and murder for profit, players in *Dead Last* must conspire and vote upon whom to kill each round. Any means of overt or covert communication is allowed — a glance, a nod, pointing under the table, flashing their card, anything — but, make sure you don't tip off the target or they could ambush you instead!

SND 0062.....\$24.95

## SPARKWORKS



### BLIND SPOT

It seems like just a jumbled grid of letters, but as you cover letters on the board, words begin to come into focus. But before you know it, the board tightens and the suddenly words become harder and harder to spot... and you're running out of time! In *Blind Spot*, players place "spots" to cover letters to race against the clock to reveal words. You'll soon see this is no ordinary word game — just check your *Blind Spot*! Scheduled to ship in April 2019.

GSU SPK2001 .....\$30.00

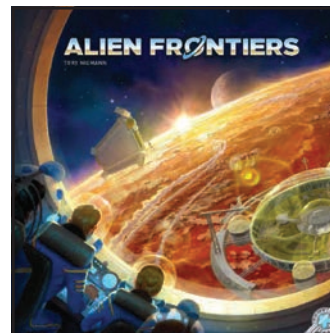


### PENNY LANE

*Penny Lane* is a worker placement game for 2-4 players in which players compete to build the most prosperous city avenue. You can build residences, shops like the Confectioners, and attractions like the Penny Arcade! You'll also need to employ citizens to generate income for your lane. *Penny Lane* also has a tableau-building component, where players can get bonus points or currency by aligning their buildings with different links.

Scheduled to ship in April 2019.  
GSU SPK2011 .....\$30.00

## STARLING GAMES

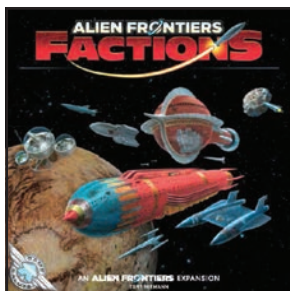


### ALIEN FRONTIERS

During the game you will utilize orbital facilities and alien technology to build colony domes in strategic new locations to control the newly discovered world. You will assign these ships to the orbital facilities in order to earn resources, expand your fleet, and colonize the planet. Winning the game will require careful consideration as you assign your fleet, integrate the alien technology and territory influences back into your expansion plans, and block opponents from building colonies of their own. Do you have what it takes to conquer an alien frontier. Scheduled to ship in January 2019.

GSU H1030 .....\$60.00





### ALIEN FRONTIERS: FACTIONS

Alien Frontiers: Factions adds a number of items to the Alien Frontiers base game, including: Factions, Agendas, and New Alien Tech cards! Scheduled to ship in January 2019.

GSU H1032 .....\$30.00

### KING'S FORGE (3RD EDITION)

In *King's Forge*, players are craftsmen and craftswomen seeking to become the favorite of the King. An early lead is not a sure path to victory and other players will out-manuever and out-build you whenever possible. Careful dice management, advance planning, fierce competition, and nail-biting luck will carry you to the winner's circle. Scheduled to ship in December 2018.

GSU STG1220.....\$50.00



### NOTHING PERSONAL: FAMILY BUSINESS

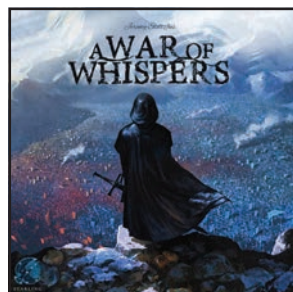
The *Family Business* Expansion includes the gangster, influence, and casino cards from the original expansions. These cards have been updated to better fit the *Revised Edition*, but are still backwards compatible with the original edition. Scheduled to ship in January 2019.

GSU STG1112.....\$35.00

### NOTHING PERSONAL: REVISED EDITION

In *Nothing Personal*, you'll lead your crime family to influence the city's most powerful gangsters by bribery, flattery, and occasionally more... direct mean. *Nothing Personal* because a favorite among gamers since its original release in 2013, and this new revised edition captures all of the backstabbing fun of the original game while introducing new features so every gamer can experience a life of crime. Scheduled to ship in January 2019.

GSU STG1111.....\$60.00



### A WAR OF WHISPERS

*A War of Whispers* is a competitive board game for 2-4 players. Five mighty empires are at war for the world, but you are no mighty ruler. Instead, you play a secret society that is betting on the results of this war while pulling strings to rig the results and ensure their bets pay off. *A War of Whispers* is a game of deep strategy, hidden agendas, and shifting loyalties. Scheduled to ship in April 2019.

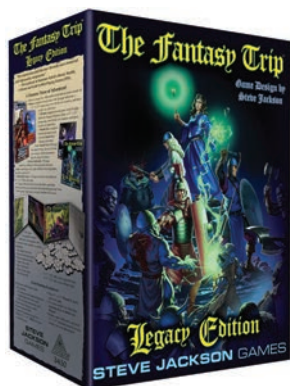
GSU STG1800.....\$60.00

## STEVE JACKSON GAMES

### THE FANTASY TRIP: LEGACY EDITION

With *The Fantasy Trip*, you're quickly in the action, immersed in fantastic adventures, thanks to the game's easy-to-learn and fast-to-play mechanics. *The Fantasy Trip* has been out of print for decades, and now Steve Jackson's classic roleplaying game returns, merging the fun of old-school roleplaying with modern components and accessories. With this oversized and loaded box, you have everything that you need to adventure in the world of Cidri for years to come. Scheduled to ship in April 2019.

SJG 3450.....\$119.95

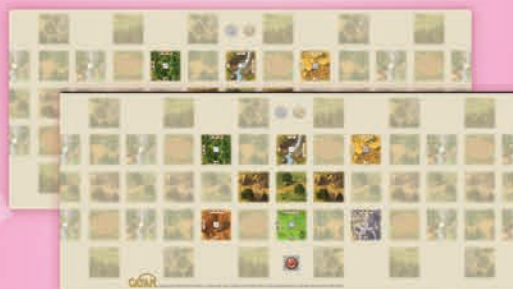


# Get the perfect gift for that special gamer in your life!



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Play with 32 pieces of delicious chocolate in the shape of knights, cities, settlements and roads! Each box also includes a set of resource cards, spinner and a complete set of rules to play the game.



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The perfect surface for your next Rivals for Catan game. Determine who is the real lord of Catan in style!



### Catan® Resource Caps

Show your love with this fantastic embroidered hat! Amazing stitching, great fit, and available in all resources (wood, wheat, sheep, ore, and clay).



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CREATIVEGOODSCOMPANIES.COM

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**GAMES**

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GM

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45





## THE FANTASY TRIP: MELEE & WIZARD

Create characters in just a few minutes then send them into the arena with *Melee*. Winners become stronger and faster for the next battle. Losers die. Players choose weapons and tactics for their fighters, and send them into combat against men, beasts, or monsters to victory, or death. Create your wizard, choose his spells, and go into combat. Zap your foe with fireballs or lightning. Successful wizards gain skill and power. Losers die. Scheduled to ship in April 2019.

SJG 3460.....\$24.95



## GUNGONG

Players take on the role of powerful Chinese families trying to gain influence and power by exchanging gifts with Officials. You will travel around China, sail down the Grand Canal, purchase precious jade, help construct the Great Wall, secure advantages through decrees, influence the game through intrigue, and ultimately, receive an audience with the emperor. If only one player succeeds in doing so, he wins. Scheduled to ship in December 2018.

TTT 2030.....\$60.00

## GAMES

## SPOTLIGHT ON



### THE GOOD, THE BAD, AND THE MUNCHKIN - COMPLETE EDITION

*The Good, the Bad, and the Munchkin* opens a new frontier the Wild West! Forget dragons and goblins, Jackalopes and Davy Croc have just as much treasure. This *Complete Edition* includes all the cards from the expansion *Beating a Dead Horse* and every promo card we've ever written for *The Good, the Bad, and the Munchkin*, plus a couple of bookmarks for those school-marm types... and of course they come with *Munchkin* rules! Scheduled to ship in April 2019.

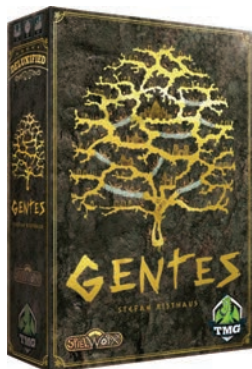
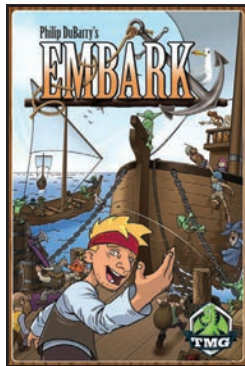
SJG 1454NEW.....\$24.95

## TASTY MINSTREL

### EMBARK

As new islands appear out of the mist, send your voyagers in search of wealth and adventure! In *Embark*, you will load various boats heading to these new, uninhabited islands in order to explore, colonize, and mine their riches. Only fully-loaded boats will launch, so assign your voyagers carefully. Explorers will scout out the islands, unlocking their mysteries. Miners will collect ore, and colonists will cultivate farms and reap the benefits that the islands have to offer. Watch out for your opponents warriors, who can replace your voyagers and take over their jobs! Scheduled to ship in December 2018.

TTT 2026.....\$40.00



### GENTES

*Gentes* is an interesting civilization game with an innovative timing mechanism. 'Gentes' is the Latin plural word for greater groups of human beings (e.g., tribes, nations, people; singular: 'gens'). In this game, players take the role of an ancient people who are attempting to develop by building monuments and colonizing or founding new cities in the Mediterranean sea. Scheduled to ship in December 2018.

TTT 2028.....\$60.00

### GHOSTS OF THE MOOR

Every turn in *Ghosts of the Moor*, you move one of your explorer pawns forward. If you leave a space containing a tile and no other explorer, you must pick up that tile which is good if it's a treasure and not good if it's a ghost. If you leave a space that contains no tile, you must discard a tile instead. Once all explorers have escaped the swamp, players score points for collecting sets of treasure and for reaching the end early. Players lose points for ghosts they have picked up along the way. The player with the most points wins! Scheduled to ship in December 2018.

TTT 3020.....\$25.00



## TROLL LORD GAMES

### 5TH EDITION ADVENTURES: S1 - LURE OF DELUSION

Upon the edge of the world, beneath the eaves of the Darkenfold forest, lie the Elkhorn Deepes. Here, where men eke out a living in the shadows of the forest, lies the small burg of Lead Hill. With stone walls and stout towers, Lead Hill is a sanctuary of sorts. But walls and towers do not keep all creatures out, nor children in. Thus begins the sad tale of two missing children, taken by the forest and carted off to what doom none will say. Enter the Elkhorn Deepes to rescue the missing children! But be wary for things are not always as they seem and where allies and enemies work in tandem, great dangers often dwell. Scheduled to ship in January 2019.

TLG 19326.....\$11.99



## ULTRA PRO INTERNATIONAL



### 4-POCKET PLATINUM SERIES PAGES (25)

Scheduled to ship in January 2019.

UPI 83658.....PI

## UPPER DECK

### LEGENDARY DBG: VENOM EXPANSION

Expand your *Legendary* experience with all-new poisoned and venomized versions of your favorite heroes and villains! Help Venom and Carnage devour their way through the Marvel Universe, on a collision course with new epic masterminds like Poison Thanos! Each Small Box Expansion Set comes with 100 playable cards featuring original artwork! This set includes stunning pieces from talented artists like Iban Coello and Matthew Yackey, and their talents can also be enjoyed within the pages of Marvel's *Venomverse* Comics!

UDC 90753.....PI



### VS SYSTEM 2PCG: MARVEL INFINITY WAR - BLACK ORDER

This final installment in the 3-part *Vs. System 2PCG Infinity War* arc is a boost for the forces of evil. Infamous villains Thanos, Nebula, Mistress Death and others have arrived to wage war on the universeis your deck strong enough to stop them? Dont let Thanos gain control of the Infinity Gauntletless of course you are Thanos!

UDC 91418.....PI



# Sunflower Valley

Sunflower Valley is a creative family board game in which each player will create their own mountain valley. You will draw cute houses, fill pastures with flocks of sheep, plant sunflowers at the foothills of mountains and connect the houses by building roads.

## Contents:

- 1 game board
- 20 double-sided sheets
- 6 dice
- 5 dry-erase markers
- 1 first player token
- 1 rulebook



## Product details

Created by: Wouter van Strien & Alexander Shaldin

Stock #: PLE29101

MSRP: \$30.00

Case quantity: 6 per master carton



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## VS SYSTEM 2PCG: MARVEL INFINITY WAR - COSMIC AVENGERS

Earth's Mightiest Heroes take to space in this new expansion to Vs. System 2PCG. Add powerful allies like Black Panther, Captain Marvel and Hawkeye to your deck to stand firm against a devastating cosmic threat.

UDC 91413..... PI

## VS SYSTEM 2PCG: MARVEL INFINITY WAR - GALACTIC GUARDIANS

Joining forces with the Guardians of the Galaxy is a host of powerful heroes used to waging battle in the cosmos! Add heroes like Adam Warlock, Cosmo and Star Lord to your deck and stop the enemy in its tracks.

UDC 91416..... PI

## WARLORD GAMES

### BLOOD RED SKIES

Scheduled to ship in January 2019.

#### FLYING STAND PACK

WLG 770010001..... PI



#### GERMAN BF 110 ACE - BOMBO SCHENK

WLG 772012014..... PI



#### GERMAN BF 110 SQUADRON

WLG 772012013..... PI

### BOLT ACTION

Scheduled to ship in February 2019.

#### AFRIKA KORPS LEFH 18 10.5CM MEDIUM ARTILLERY

WLG 403012029..... PI

#### AFRIKA KORPS PAK 36 LIGHT ANTI-TANK GUN

WLG 403012028..... PI

#### BRITISH 8TH ARMY 25 POUNDER, QUAD AND LIMBER

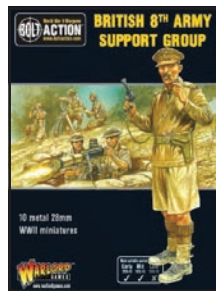
WLG 402211001..... PI

#### BRITISH 8TH ARMY 2 POUNDER ANTI-TANK GUN

WLG 403011012..... PI

#### BRITISH 8TH ARMY CARRIER PATROL

WLG 402011018..... PI



#### BRITISH 8TH ARMY SUPPORT GROUP

WLG 402211009..... PI

#### BRITISH A12 MATILDA INFANTRY TANK

WLG 402011019..... PI



#### BRITISH COMMONWEALTH INFANTRY

WLG 402011017..... PI

#### BRITISH MINIATURES MATILDA II TROOP

WLG 402011016..... PI



#### BRITISH PAINT SET

WLG 822611001..... PI

#### GERMAN AFRIKA KORPS 2CM FLAK 38

WLG 403012030..... PI

#### GERMAN AFRIKA KORPS SUPPORT GROUP

WLG 402212005..... PI



#### GERMAN PAINT SET

WLG 822612001..... PI



#### SOVIET PAINT SET

WLG 822614001..... PI



#### US AIRBORNE STARTER ARMY

WLG 409913114..... PI



#### US PAINT SET

WLG 822613001..... PI



#### US STARTER ARMY (2019)

WLG 409913016..... PI

### CRUEL SEAS

Scheduled to ship in January 2019.



#### ITALIAN REGIO MARINA FLEET

WLG 782612002..... PI



#### SOVIET NAVY FLEET

WLG 782611003..... PI

### KONFLIKT 47

Scheduled to ship in January 2019.

#### GERMAN HAUPTMAN HEINRICH GROSS

WLG 453010209..... PI

#### GERMAN PANTHER-X WITH HEAVY RAIL GUN

WLG 452410213..... PI

#### JAPANESE LOCUST MEDIUM BATTLEWALKER

WLG 452401201..... PI

### TEST OF HONOUR

Scheduled to ship in December 2018.



#### SEVEN RONIN

WLG WGTOH001..... PI

### WARLORDS OF EREHWON

Scheduled to ship in January 2019.



#### WARLORDS OF EREHWON: RULEBOOK

WLG 691010001..... PI

#### AZBAD'S ORC HORDE

WLG 692012001..... PI

#### CHILDREN OF THE HYDRA'S TEETH SKELETON HOST

WLG 692011001..... PI



#### ORC WARBAND

WLG 692010002..... PI



#### SKELETON WARRIORS

WLG 692010001..... PI



## WIZKIDS/NECA



### KIBBLE SCUFFLE

Wow, you have a lot of cats and they all need to eat. Clash their personalities in fun and exciting ways to feed them kibble and win the game. *Kibble Scuffle* is a tactical card game of area control to try and get the best food for your feline friends. With cards like the Robo-Vac and Laser Pointer, you can use toys to strategically distract your opponents cats. Once a player reaches 20 points, the player with the most value of food cubes eaten at the end of the feeding phase wins. Scheduled to ship in April 2019.

WZK 73457 .....\$19.99



### WIZKIDS DEEP CUTS UNPAINTED MINIATURES: TOWNSPEOPLE & ACCESSORIES

*WizKids Deep Cuts* come with highly detailed figures, primed and ready to paint out of the box. These fantastic miniatures include deep cuts for easier painting. The packaging displays these miniatures in a clear and visible format, so customers know exactly what they are getting. Bring your town encounters to life with people and items that every RPG story teller needs! Scheduled to ship in May 2019.

WZK 73698 .....\$59.99

## WYRD MINIATURES

### THE OTHER SIDE



### ABYSSINIA MEHAL SEFARI

WYR 40155 .....\$45.00



### GIBBERING HORDES BARBED CRAWLERS

WYR 40206 .....\$45.00



### CULT OF THE BURNING MAN BREACHLING

WYR 40261 .....\$16.00



### KING'S EMPIRE EMPIRE DRAGOONS

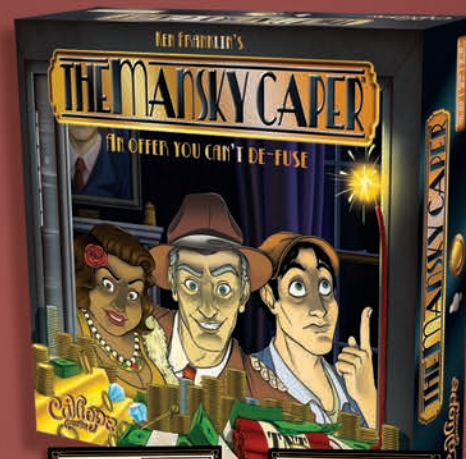
WYR 40104 .....\$55.00



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Don't get blown up!



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49





FEATURED ITEM



AERION

You are an air-shipwright: inventor of flying machines used by the dreams to traverse the skies of the Oniverse. You have been challenged to build a new fleet, the most beautiful ever seen. Scheduled to ship in March 2019.  
ZMG ZM4904..... \$24.99



FEATURED ITEM

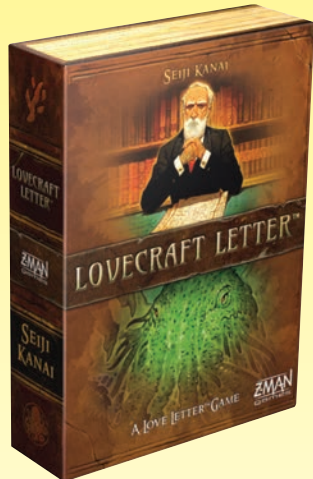


LIFT OFF

Humanity yearns for the stars and the race to explore is in full swing! New research has refined techniques to send astronauts into space. With everyone wanting to claim their spot in history and start the golden age of space exploration, you must make strategic choices to outwit your opponents. Scheduled to ship in March 2019.  
ZMG ZH004..... \$59.99



FEATURED ITEM



LOVECRAFT LETTER:  
A LOVE LETTER GAME

The world is filled with confusion. You and your friends find yourselves in the midst of mysterious events. You are surrounded by strange figures, letters with unreadable text, and sudden appearances of beings unknown. By relying on your connections, you set out to investigate these incidents but beware, there is forbidden and frightful truth out there that could drive you to insanity. Scheduled to ship in January 2019.  
ZMG A5123..... \$29.99



FEATURED ITEM



LOVE LETTER

Will your love letter be enough to woo the Princess and capture her heart? Carefully use a cast of characters in the castle to carry your message of love to the Princess. Successfully carry your letter to her before your opponents catch you in order to obtain her affection and ultimately win her heart. Scheduled to ship in January 2019.

BAG (CLAMSHELL)

ZMG A5104..... \$9.99

BOX

ZMG A5109..... \$9.99



FEATURED ITEM



LOVE LETTER: PREMIUM EDITION

Win the heart of the Princess in this premium edition of Love Letter, with tarot-sized cards and new characters for gameplay with up to 8 people! Scheduled to ship in January 2019.

ZMG A5122..... \$29.99



# The Other Side



## FEBRUARY RELEASES



**HOROMATANGI** ..... \$75.00  
WYR40207

**KASSA OKOYE** ..... \$15.00  
WYR40109

**STEEL LEGION** ..... \$75.00  
WYR40153

**THE BROKEN** ..... \$45.00  
WYR40255

**KARKINOI** ..... \$55.00  
WYR40202

**ARTILLERY TEAM** ..... \$65.00  
WYR40113



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Presented by the US Tak Association



# Tak

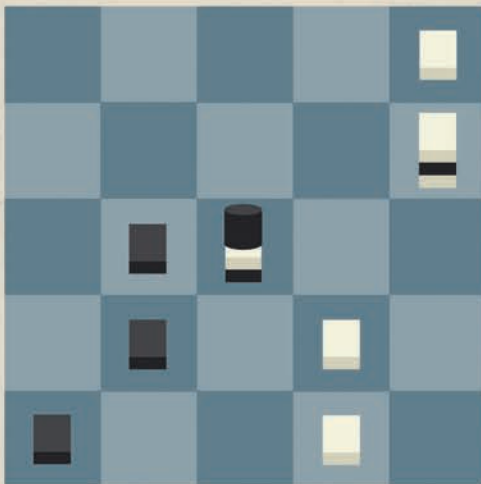
A Beautiful Game

## Monthly Puzzles

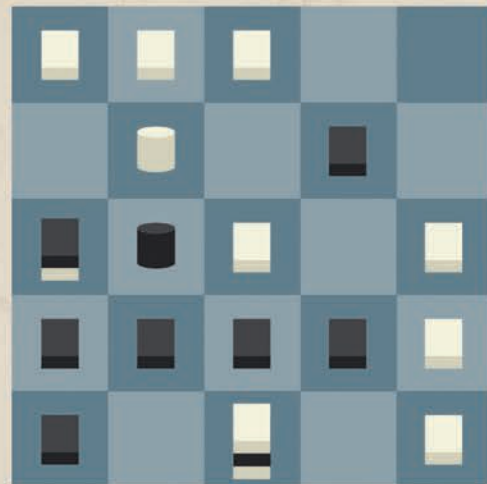
Tak has thousands of possible board states, making each game a unique creation between two players. During this back and forth, as threats are made and answered, interesting game-winning board states can be achieved. The Tak community finds these to not only be great fun at the time of play, but also stimulating mental exercises when formed into puzzles to share with others.

The two puzzles featured this month are called “Tinue” puzzles. “Tinue” is a board state in which no matter what move your opponent makes, you will form a road. It’s similar to checkmate in chess. Below are two boards. It is white’s turn. To solve the puzzle, determine what move white can make to ensure a win on their next turn.

### Puzzle Level: Beginner



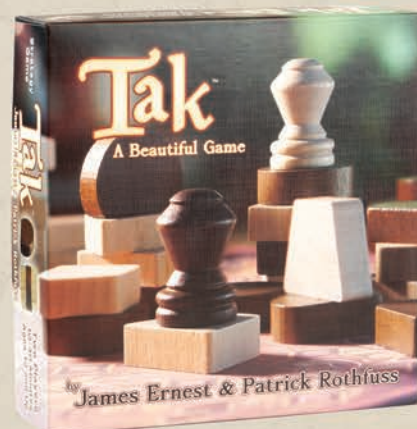
### Puzzle Level: Intermediate



Solutions will appear in next month’s Game Trade Magazine. In the meantime, visit [USTak.org](http://USTak.org) for more puzzles, information about Tak strategy, and the opportunity to connect with other Tak enthusiasts!

### About Tak: A Beautiful Game

Tak was first conceptualized by Patrick Rothfuss in bestselling novel *The Wise Man’s Fear*. With the help of renowned game designer James Ernest, Tak has been brought to life as an elegant two-player game reminiscent of classics like Go and mancala. To learn more about Tak, ask your friendly local game store employee or visit [jamesernest.com/tak](http://jamesernest.com/tak).



US Tak  
Association





# LIFT OFF



## RACE TO THE STARS

Humanity yearns for the stars and the race to explore is in full swing! With everyone wanting to claim their spot in history, you must make strategic choices to outwit your opponents and explore the cosmos.

- **Draft** specialists to improve your space agency and stymie your opponents
- **Develop** technologies and carefully manage your agency's funds
- **Customize** your rocket to complete more ambitious missions
- Retro-futuristic artwork and an engaging theme create an **immersive** gaming experience



TM/® & © 2018 Z-Man Games.

ZH004 | Lift Off | \$59.99

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games  
zmangames.com





# ONE DREAM, SIX YEARS OF CONSTRUCTION

## CITY OF GEARS

GFG 96718..... \$59.99 | Available Now!

Every game has a story behind it. *City of Gears'* story plays out like a classic comeback tale. The arc is there, including a humble beginning, early success, a moment in the spotlight, uncertainty, a mighty fall, regrouping and a resurrection.

The story starts in Illinois a little more than six years ago. Game designer, Chris Leder, had already seen his casual dice game Roll For It! published. A number of his other designs had been put out through the print-on-demand website *The Game Crafter*. It was a contest on that website asking for a steampunk game that started the wheels turning to bring *City of Gears* to life.

The original idea was to create a worker placement game in the same vein as *Lords of Waterdeep*, but with a dice element to add some uncertainty to what players would have to work with. Its first name, *Science and Industry*, was a nod to the famous Chicago museum.

Leder's creation quickly evolved through playtesting, evolving like any good metropolis does. The dice and workers remained, but now randomized city tiles and a healthy dose of area control led to a game that blended the best of American and European style games. The name changed too.

"Early on I was trying to come up with names that would be an acronym to spell out 'cog'," Leder said. "One of the first names was 'Constructs of Grandeur'."

Eventually he settled on *City of Gears* and submitted the game. In October 2012, it was declared the contest's winner.

"*City of Gears* caught my eye immediately," wrote judge Ben Haskett at the time. "[It] feels like a finished product, freshly plucked from a store shelf."

The dream of getting it to the store shelf moved toward a reality when the game caught the attention of two board game media personalities, Scott Morris of *Crits Happen* and Tom Vasel of *The Dice Tower*. With Vasel's blessing, *City of Gears* was tapped to be included in *Arcane Wonders' Dice Tower Essentials* line. *City of Gears* was now officially signed to be a published game.

But getting to market isn't always a quick or easy or direct process.

"The reality is that *Arcane Wonders* — like most publishers — had a lot of great developmental irons in the fire," Leder said. "Over the



course of time, both myself and *Arcane Wonders* came to the conclusion that it was still going to be a while and it wasn't fair to *City of Gears* to keep waiting, so we parted ways amicably."

For a lot of games, that might have been the end of the story. Not for *City of Gears*. In early 2017, Daryl Andrews, the designer of *Sagrada*, asked Leder what was happening with

the steampunk-themed title, a game he had tried before and enjoyed. When Andrews learned it was just gathering dust, he offered to join forces, bring a fresh set of eyes to the game and give it new life.

It turned out to be a perfect partnership. Leder and Andrews streamlined the experience together, making it feel more thematic and adding cool combos to reward players for building their network of interlocking gears intelligently, all while staying true to the game's origins as an accessible experience.

"We didn't try to make the game something it wasn't," Andrews said. "We kept coming back to what was the core game and what was the original fun experience."

A few months later, at Origins 2017, the revamped *City of Gears* was shown off to publishers in an effort to finally bring the then five-year old gem to life. It didn't take long to find the perfect match in St. Louis-based Grey Fox Games. The company had already shown success with a worker placement game of its own in *Champions of Midgard*, another game that used dice to blend the best of European and American style games.

With some additional development work and planning to give the game the kind of production and table presence that would truly wow players, *City of Gears* is now finally open for business on store shelves and game tables. For Leder, it's been a long wait, but a dream come true.

"The game in my mind that I visualized from the beginning, that I would play with close friends, we would ask, 'What is the best possible way this could end up?'" Leder said. "Every single thing that we envisioned has come to pass."



Alex Goldsmith is Chief Noisemaker at Grey Fox Games. Formerly a TV news anchor and reporter in Albuquerque, N.M. and Lansing, M.I., Alex now gets his broadcast fix with a biweekly board game podcast, *The Dukes of Dice*.





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# PROVING GROUNDS

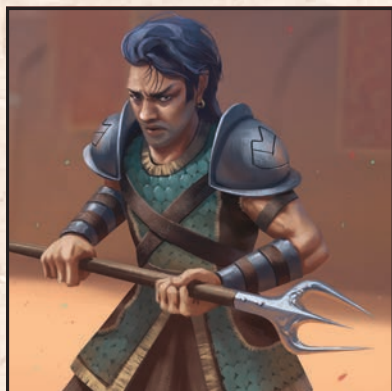
A SOLO HERO SERIES GAME



## PROVING GROUNDS

RGS 0877 ..... \$35.00 | Available March 2019!

Maia Strongheart stands alone against the world. A cabal of conspirators has framed her for the death of her own mother, the Sun Queen, and these traitors intend to usurp the throne from her family. To prove her own innocence and reclaim her birthright, Maia must step into the Proving Grounds to complete a trial that will stretch her combat skills to the limit. Will the Wizened's chosen daughter vanquish her foes in the arena? Or will she be overwhelmed by the conspirators and their evil aspirations?



Proving Grounds is a real-time dice game created for a single player and designed by Kane Klenko (FUSE, Flatline). Like Maia, you must defend your honor in the arena against an onslaught of talented combatants without wasting a single moment. During a series of one-minute rounds, you must make tactical choices, press your luck, and use all of your available

resources to defeat enough enemies before they take you out. Enemies bring different abilities to the arena, and you must decide how best to use your dice to defeat them all.

Though everyone assumed Maia would ascend to the Sun Throne one day, her celestial seat was never guaranteed. To claim her rightful place, Maia would participate in the Trials, a series of grueling physical tests to win the approval of their gods, the Wizened, who would bless her as champion and the Sun Queen of Braedon.

With 6 different modules, you will be able to begin your training as a young warrior and hone your skills in battle as increase the difficulty of the encounters. Modules can be combined or played individually to create a challenge ideal for your unique desires. As a solo player, it is up to you to determine your own limits.

Maia Strongheart's centuries-old ceremonial armor, said to have been crafted from the Wizened's iridescent green scales, was a pledge of support for the rising and setting Sun Queens: for her mother, the first matriarch of the Strongheart clan, and for her grandmother, Eva, who'd recently passed.







Some of the modules will grant you benefits such as the inspiration module that allows you to draw strength from your friends, relics, and the legends of your people. A card is drawn that gives you an ongoing benefit when you roll a die with a matching symbol. In the Dragonling module, you are aided by a feisty scaled beast, but only if you are able to successfully tame it. However, not all the modules will help you defeat your enemies. Conspirators lurk in the shadows around the arena waiting for your bad luck while giving your opponents an advantage. Watch your back or you may lose your chance at the throne!

For many years, warriors-in-training often battled one another for fun and sport in the Proving Grounds, an arena built several clicks away from Woven Rock and the surrounding towns and villages. The Proving Grounds offer talented Braedonites, like Maia, the ability to train, adapt, and hone their skills as warriors using spears, swords, and shields. Though the people of Braedon have not experienced the horrors of war for centuries, citizens enjoy watching talented warriors compete or their future queen's practice to complete the Trials.



your first game of Proving Grounds, you'll learn about the history of Maia Strongheart and her world. The included 32-page novella from famed fantasy writer, Monica Valentinelli, will propel you into the story and add meaning to the challenges you will face during the game.

The story of Maia Strongheart, and how she became the legendary Wizened Queen of Braedon, is rooted in royal traditions and folklore. From the moment Maia was able to pick up a practice sword, she could always be found with a blade in her hand. When she wasn't sparring, her gentle mother, Queen Sasha, encouraged Maia to visit her in the sunlit throne room so that she could learn how to share the mantle of leadership with their family's greatest rivals: the power-hungry Greystone clan.

Your goal, as Maia Strongheart, is to survive the Proving Grounds by defeating eight enemy combatants in the arena before your health is reduced to zero. Will you have what it takes to defeat the conspirators, prove your innocence, and reclaim the throne? Are you ready to step into the arena? Time to test your skills!

...

Sara is the Director of Sales and Marketing at Renegade Game Studios and Co-Owner of Rook's Comics and Games. When she's not playing board games, traveling to conventions, or training her dog, you might find her hiking in the wilderness of Montana.



Diving into a compelling solo game can be similar to tearing through pages of an immersive book or smashing through a difficult level of your favorite online game. Experiencing a story at your own pace, with no one else to rely on is invigorating. Before you begin



# TO HELLBOY AND BACK... THE BOARD GAME

ROB BURMAN DISCUSSES THE DEVELOPMENT OF HELLBOY: THE BOARD GAME FROM MANTIC GAMES

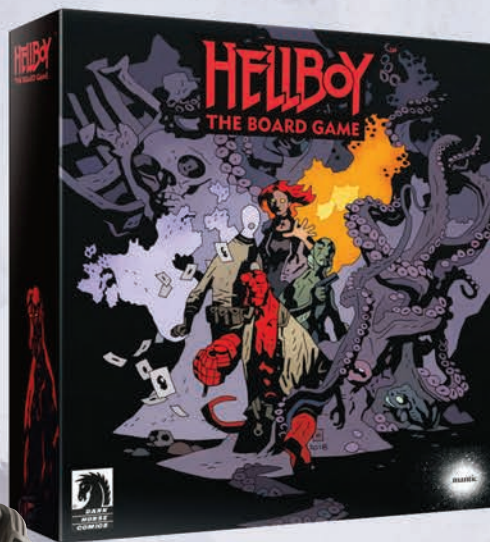
## HELLBOY: THE BOARD GAME

MGE MGHBT01 ..... \$99.99 | Available April 2019!

In April, Mantic is preparing its biggest retail launch ever: Inspired by the legendary series from Mike Mignola and Dark Horse Comics, the game gives players the chance to obliterate frog monsters with Hellboy's Right Hand of Doom, set fire to entire rooms as Liz Sherman, investigate arcane clues as Johann Straus and throw Abe Sapien's big harpoon at Rasputin! However, working with a huge license like Hellboy comes with a lot of responsibility and that definitely affected how we developed the game.

Of course, Mantic isn't new to licensed games. Back in 2014 we released *Mars Attacks: The Miniatures Game*, which was followed up by *The Walking Dead: All Out War* in 2016. Both were hugely successful at launch and *The Walking Dead* continues to be our most popular product line. After all, who doesn't want to go toe-to-toe with Negan, while surrounded by hordes of ravenous Walkers? So, as you can see, we don't do a huge amount of licensed properties but when we do, we completely absorb ourselves in the license because we know we're going to be producing products for several years.

When it came to our next licensed game, we wanted something with a lot of pedigree and a rich back catalogue that we could dip into. To be honest, once we started doing our research there was only



one answer: Hellboy! Many of us were already huge fans and the opportunity to bring the likes of Hellboy, Liz and Lobster Johnson to life as miniatures was extremely exciting.

We then started tossing ideas around about what the game could be. Initially we toyed with the concept of a skirmish game (akin to *All Out War*). After all, there are certainly gangs of good guys and bad guys that could fight it out on the battlefield. However, it quickly became clear that the Hellboy stories weren't just focused around combat. Instead, Hellboy and his B.P.R.D. colleagues would venture to a mysterious location, where they would have to piece together clues or hunt down a particular foe... and then an almighty scrap would start!



With this in mind, we thought a dungeon crawler might work — with Hellboy and his gang taking on a dungeon master. However, heading back to the source material, there's never really one antagonist pulling the strings behind the scenes and controlling the minions, so a dungeon master didn't really make sense. Instead, we wanted to mirror the co-operative element of the B.P.R.D. and ensure the players had to work together to defeat a common foe. This led to





the design decision to make the game entirely co-operative and the various monsters would be controlled by a simple A.I. system.

During development we were always aware that, with so many tabletop games vying for attention on the shelves, it was important to ensure that *Hellboy: The Board Game* has plenty of replay value. We don't want players to go through the standard missions once, then the game sits on the shelf gathering dust. To combat this, designer James M. Hewitt created a number of compelling and ever-changing elements:

- **Case Files** — instead of a GM, each scenario is 'run' by a Case File deck. This is a set of large cards that explain the mission you're on, tell you how to set up the board and trigger certain events during the course of the game. Depending upon how the players are performing you'll flip over different Case File cards, so in one play through you might experience one path, but next time something very different will happen. What's more, the Case Files are sealed, so the first time people play, they'll have no idea what's about to happen
- **Encounter Cards** — as you explore the spooky location, you'll flip over Encounter Cards to see what enemies and items are in each room. These are placed randomly, so no two games are likely to see the same enemies and items spawned in the same locations. This can certainly effect the team's progress, depending upon what beasts they encounter!
- **Deck of Doom** — or to give it its proper title, the Deck of DOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOM! At the end of each turn, you must draw a card from the Deck

of Doom. These are completely random events that could spawn extra minions, move the game clock along or trigger other game-changing elements.

- **Boss Behaviour Cards** — each Case ends in a dramatic encounter with a boss, such as a Giant Frog Monster or Rasputin. However, the behaviour of these bosses isn't set. Instead you draw from the Boss Behaviour deck to see what they will do.

With all these moving parts in place, there's plenty that can change from play through to play through. During our extensive playtesting, many people had significantly different results — even on the tutorial mission! We also felt these random elements perfectly represented the concept of exploring an unknown and mysterious location. After all, in the comics Hellboy will regularly smash through the floor, uncover a cabal of cultists or come face-to-face with a hulking beast that he wasn't expecting.

The overall result is a game that we think perfectly recreates the Hellboy experience. You've got the element of exploration, arcane rituals, grisly minions and massive bosses that can potentially wipe you out with a swat of their tentacles. And the core game is really only the start of our Hellboy journey! Over the coming months and years, we'll be delving deep into the other comics and bringing some of Hellboy's most terrifying adversaries to life.

...

*Rob Burman is the Online Marketing Manager for Mantic Games. He can regularly be seen trying (and failing) to lead goblins into battle.*





# Star Crossed an irresistible game

## STAR CROSSED

BPG 050 ..... \$50.00 | Available Now!

*Star Crossed* is a two-player game about really, really wanting to — when you really, really can't.

Two players. You and a friend. No more, no less. You'll tell a shared story about two people who have strong, complicated feelings for each other. Even for first-time role players, the premise seems to fit. Maybe that's because, even set in faraway galaxies or distant historical settings, the relationship that develops between your two characters comes from players' own stories, experiences, and interests. The attraction is always meaningful. And it is always a very bad idea.

*Star Crossed* is all about the sort of delicious stories so common in other media but vanishingly rare in games — tales not only of adventure, but of real human emotion, of excitement and tension and heartbreak. You might be two officers in a nuclear missile silo, or a queen and her knight errant, or two passengers who share the same 10:15 bus ride.

It's a simple game. You and your fellow player will craft characters who are powerfully attracted to each other but have a compelling reason not to act on their feelings. You'll watch the attraction between them grow as you play out scenes, taking turns describing what your character says and does. Some of the things you'll want your character to do are going to increase that attraction. When that happens, you are going to pull a brick out from an increasingly shaky tower and place it on the top.

If the tower falls, your characters act on their feelings! You decide what happens; the rules will tell you what that means. How many bricks you've pulled will help determine if your love is doomed, triumphant, or something in-between.

If you make it through the final scene and the tower is still standing, the characters never act on their feelings. Sometimes that's a tragic ending. Sometimes it's the right thing to do.



That's how you play, and it is straightforward enough that people new to tabletop gaming can latch onto it immediately (and often do!). In fact, you may have an easier time bringing your non-gamer friends to the table than convincing more experienced players to give the game of forbidden love a try. However, we've got some tips for you!

1. As a two-player game, *Star Crossed* is perfect for those nights when the whole group can't get together, but you and a friend still want to enjoy a game.
2. There are tons of actual play podcasts and videos that show what a fun and engaging experience *Star Crossed* brings to the table. You can even see the designer, Alex Roberts, play a live streamed session on **YouTube at [bit.ly/starcrossedap](https://bit.ly/starcrossedap)**
3. While romance between the characters is often central to *Star Crossed*, as players you specifically calibrate the game's detail and intensity. Plenty of our play testers were friends, and even strangers! You can make the game as silly, subtle, or grounded as you like.
4. *Star Crossed* is perfect for playing with existing characters from other media. Together you can realize that long-imagined romance between any space explorers, wizards, or avenging superheroes you might have dreamed of.
5. Even if the theme doesn't immediately appeal, many gamers will be curious about how it works — and it works great. *Star Crossed* is an elegant design that uses character building, worldbuilding, and the brick tower in new and compelling ways that are worth observing in play.
6. It's a two-hour game! A perfect choice for when a day-long game of intense strategy doesn't quite fit the mood.
7. Many players have told us that *Star Crossed* was the game that helped their friend or partner give RPGs a try. If the traditional format — 3 to 5 players, a campaign setting with existing lore — doesn't appeal to someone, a short game about sweet and relatable stories might turn things around. We've seen it.

That's *Star Crossed*: a weird new game about a familiar old story. Will they, or won't they? And what will happen if they do? If you and your friends are asking this about every comic book and TV show you're hooked on, this two-player game of forbidden love might just be up your alley.

...

Jason Morningstar is Chief Designer at Bully Pulpit Games, best known for his game *Fiasco*. A veteran *Star Crossed* player, Jason prefers pairings that are soul-crushingly mundane, like two old women in a Poznan bread line in 1975 or a medical claims billing processor and the mailman.





JAVIER GARCÍA  
& DIEGO IBÁÑEZ

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# Vastaryous' Lair:

## The final Challenge of Sword & Sorcery Immortal Souls

SWORD & SORCERY VASTARYOUS' LAIR,

AGS GRPR104..... \$59.90 | Available March 2019!



There is no peace for Heroes, no rest for living Legends. The powerful evil menacing the Talon Coast has been defeated, but a dark shadow lingers on. Something is stirring on Black Queen Island. A feral Orc tribe once inhabited this land but now something ancient and much more powerful has claimed the island as its own domain. It is a creature made of the stuff of legends; a dragon, and more than a dragon. It is a five-headed monstrosity, whom the Orc call "Vastaryous." Now, Vastaryous is awake, and, along with its "children," is ready to bring death and destruction — unless the Heroes stop it.

After defeating the demon hordes in the first Sword & Sorcery story expansion, *Arcane Portal*, and the Undead Army in *Darkness Falls*, it's time for Heroes to face the final challenge in the *Sword & Sorcery Immortal Souls* campaign. *Vastaryous' Lair* is a complete expansion with four epic Quests. Players will fight the fierce Orc Tribes of Black Queen Island, overwhelm the Drakonic guards who protects the lair of the great wyrm, and prepare to fight the five-headed dragon in the fiery depths of its abode...



In *Vastaryous' Lair*, the Heroes are stolen away from their former lives by arcane sorcery and brought to an unknown land — a beach of black sand and ash on a faraway volcanic island, the lair of the mother of all dragons... the mighty Vastaryous and her vicious Drakonians. The Drakonians are very strong enemies. These mini-dragons can breathe fire, poison, and electricity. If underestimated, they may become mortal enemies who can concentrate their breaths on the group and defeat them all together. In addition, the three colors of Draconian (green, blue, and red) are complementary to each other. The blue heals, the green makes lethal attacks, and the red sets fires around him. They are also very resistant, thanks to their dragon scales.

The huge Vastaryous is a Dragon-Hydra with multiple heads; she is an incredible Master Enemy. Each of her five heads is an intelligent being in itself, with different attacks and powers managed by multiple scrolls to simulate each individual chromatic dragon head. In game terms, she is



based on a Purple Master Enemy Scroll referred to as Vastaryous enemy, plus a variable number of colored Enemy Scrolls and cards of different Ranks: Red, Blue, Green and Colorless, referred to as Dragon Heads enemies.

The number of Heads (Dragon Heads enemies) is based on the number of heroes initially facing Vastaryous' Quest: two randomly chosen Heads for 2 to 3 heroes, or all four Heads for 4 to 5 heroes. Vastaryous' body and each Dragon Head count as different enemies, with their own fighting styles, preferred victims, Health Points, A.I., powers, and weapons but, at the same time, all are bonded to a single giant Purple figure. Vastaryous' strength is heavily based on the number of living Dragon Heads. Each Head provides Resistance for the body, subtracting 2 from each attack the body defends. Vastaryous is killed when its Master Enemy Scroll card (the body) reaches 0 HP, regardless of the status of any other Dragon Head.

To defeat the Ancient Black Queen, the brave Heroes will count on new epic powers, armor, and items. The minimum Soulranks required for Vastaryous' Lair Quests is V. No hero can go below it. By reaching Soulranks VII, heroes receive an extra skill specific for each class, called Legendary Powers. They are incredible feats acquired as standard Powers and can be used only once per Quest. They allow players to do extraordinary actions, like super magic or enhanced attacks.

Among the new items the heroes can use, there are dragon eggs and dragon scales that give protection and invulnerability without weighing in the inventory, and the Drakonian Lance, the only weapon capable of wounding Vastaryous when she still has all heads.

In addition to Vastaryous' Lair expansion, the last two Hero Packs of the Immortal Souls cycle also arrive on the shelves introducing two new heroes into the game — Volkor and Skeld.

Volkor is a Drakonian guard struck by a mystical energy flux from a dying archmage. The wild arcane power tore the guard's mind and body free from Vastaryous' domination and set him on a new path. He can be played as either a Dragonflame, wielding with equal skill both arcane techniques and fighting weapons, and able to breath fire almost like a True Dragon, or a Dragonheart, who travels across the Talon Coast as a sellsword and healer, feared for his poisonous breath and his ability to wield weapons of monstrous size.

Skeld is a dwarf who became a legend thanks to his savage spirit. He can be played as a Berserker or a Slayer. As a Berserker, Skeld must constantly battle his blood rage. His fury drives him into the battle, where he fights with utter ferocity. As a Slayer, he lives to hunt down and slay the most dangerous opponents he can find.



Get ready to defeat Vastaryous' Lair and complete the Immortal Souls campaign... but be aware the heroes are going to be called to action again: a new cycle of Sword & Sorcery will begin in 2020 with Ancient Chronicles, now in development. Stay tuned!



# CHAMPIONS OF HARA



## CHAMPIONS OF HARA

GNE HA01 ..... \$69.95 | Available Q1 2019!

Hara is a big world filled with many small stories — tiny moments, some funny, and some dark, that act as little windows to the larger narrative. At its core, Hara is about misfits trying to find their place among the chaos and destruction that surrounds each of us, and our universal attempts at seeking balance in an otherwise imbalanced existence.

The characters introduced in these stories are primarily non-human; rather, they are from different planets all around the galaxy. The stewards of Hara seek out the dejected, downtrodden, rejects from different worlds. They search for people on the brink — be it the fringe of society or the edge of sanity. These stewards find folks in their darkest hours, the worst moments of their life (often, in the instant of their demise), and whirl them away, plopping them into the dreamlike floating isles that make up the world of Hara.

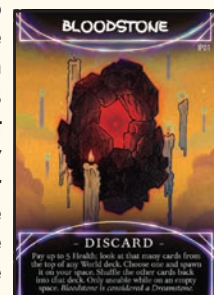
The outcasts that find themselves suddenly traveling Hara's mystical landscapes have many questions, but typically embrace their new home. Hara is a world of magic, and these people who have spent their life feeling weak and without agency suddenly have powers, new abilities, and control for the first time. Their new lives are exciting and beautiful — a paradise of sorts, but only for a time.

Hara, tragically, is subject to a cycle of terrible destruction; each time the two suns orbiting Hara eclipse, the world descends into chaos. The various planes that make up Hara begin to physically crack and break apart. Giant monsters emerge, terrorizing the innocent lifeforms that call this strange land their home. Pockets of unstable energy form, tearing rifts in the fabric of Hara itself. Hara's stewards, powerful and wise but incapable of keeping the peace on their own, have devised an incentive for the newcomers to help restore order; whomever is able to contain the most of Hara's destructive energy within themselves shall be rewarded with a wish — a nearly limitless influx of magical potential, allowing them a single opportunity to shape Hara as they see fit. There are some rules and stipulations governing these wishes, but the power is still too great to pass up.



The *Champions of Hara* tabletop game is a two-part experience. First, it's a versus game — a competitive race to traverse Hara's diverse landscapes, protecting its denizens from the horrific manifestations of its unstable magic. The player who absorbs the most of the volatile energies throughout the course of the game is rewarded with a wish — one of two preset storylines specific to the winning character. Wishes, however, are no simple matter: rarely does our heart's true desire arrive without consequence. That wish triggers the second part of the experience — a cooperative challenge, where players must work together to overcome the obstacles that emerge as a result of the champion's wish. These challenges typically involve facing off against the ultra-powerful Corrupted — former champions of Hara whose time trapped in this strange world has caused them to become jaded, bitter, and angry.

Few things in Hara are as they seem. The world is filled with jovial, lighthearted, and often comedic moments; but the more you explore, the more you'll begin to uncover the mysteries of Hara and its... unpleasant... origins. **Which leads us to the promo card contained in this magazine — The Bloodstone.** The Bloodstone card is an alternate version of the Dreamstone, which is a common item found frequently throughout Hara, and used as a form of pseudo-currency during the game. Typically, every player begins a game of Hara with one Dreamstone in their inventory. As the proud owner of the Bloodstone promo card, make sure that one random player begins their adventure with the Bloodstone instead of a Dreamstone.



Walter was born the youngest of four gamer brothers, who instilled in him a passion for fighting evil and leveling up from a young age. He learned to read from Spider-Man comics and developed his motor skills on the N64. In 2013, Walter co-founded Leaf Pile Media — a small design studio whose goal is to create games that are accessible to learn, beautiful to experience, and rewarding to play. He is now the creative director at Greenbrier Games, working on titles such as *Champions of Hara*, *BarBEARian Battlegrounds* and *Folklore: The Affliction*.





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There are a variety of ways to emerge victorious: building five Altars, controlling four Fanatical Mobs, or performing the Summoning of your deity twice.

Each God has unique strengths and weaknesses that will affect your strategy. So, choose your God wisely!

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# Cult

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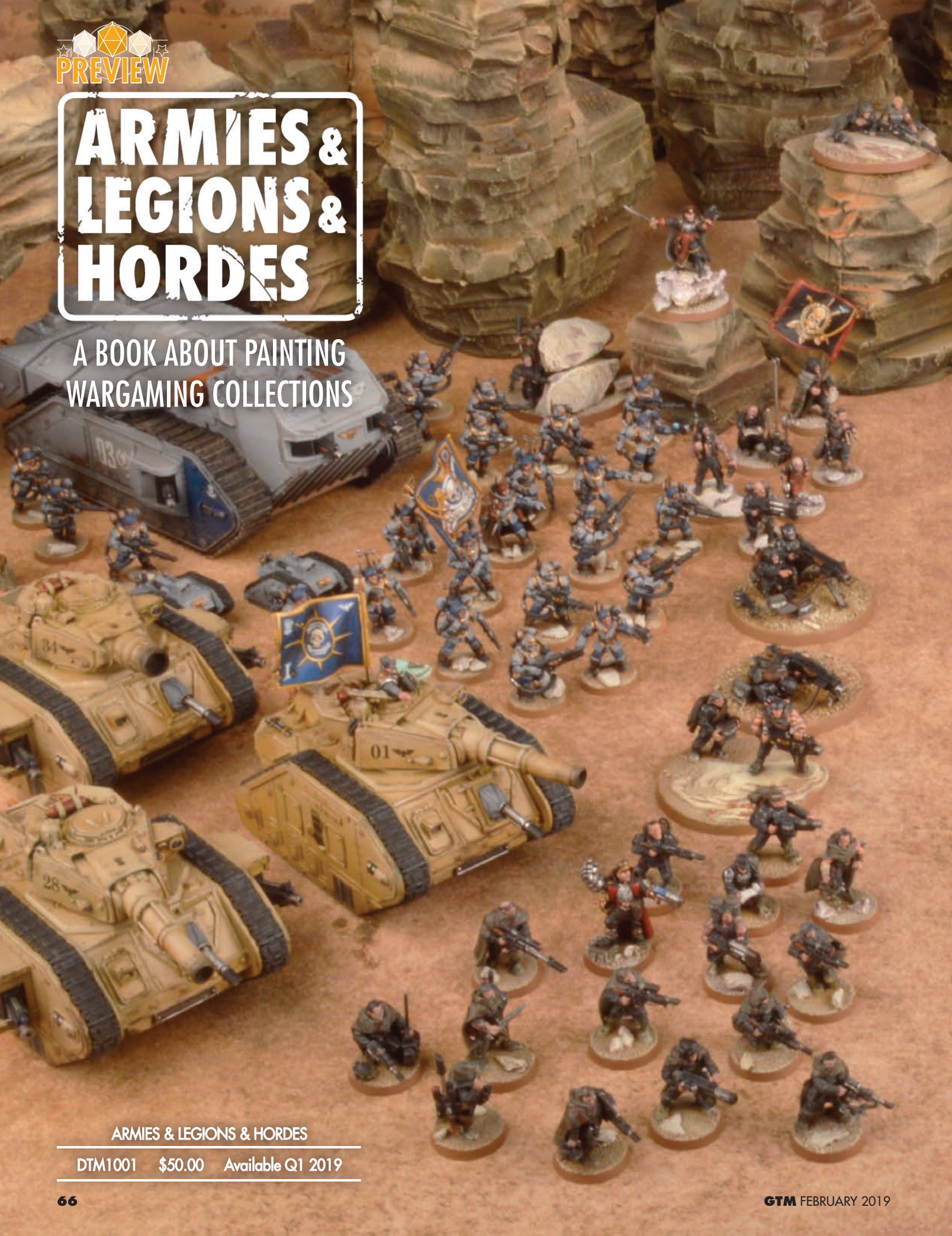
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# ARMIES & LEGIONS & HORDES

A BOOK ABOUT PAINTING  
WARGAMING COLLECTIONS



ARMIES & LEGIONS & HORDES

DTM1001 \$50.00 Available Q1 2019



# ARMIES & LEGIONS & HORDES

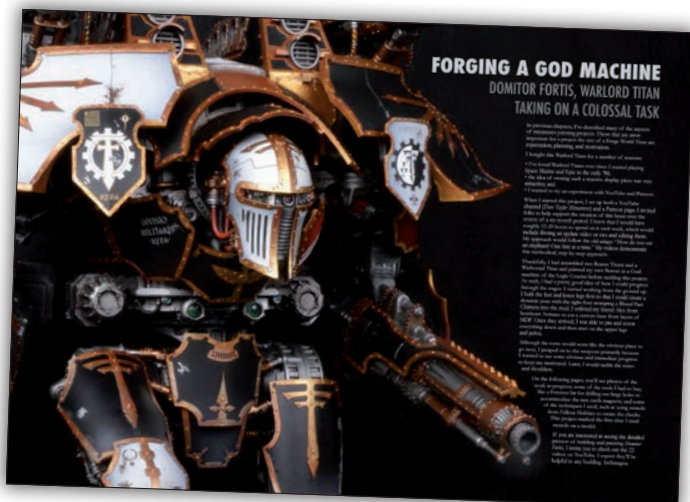
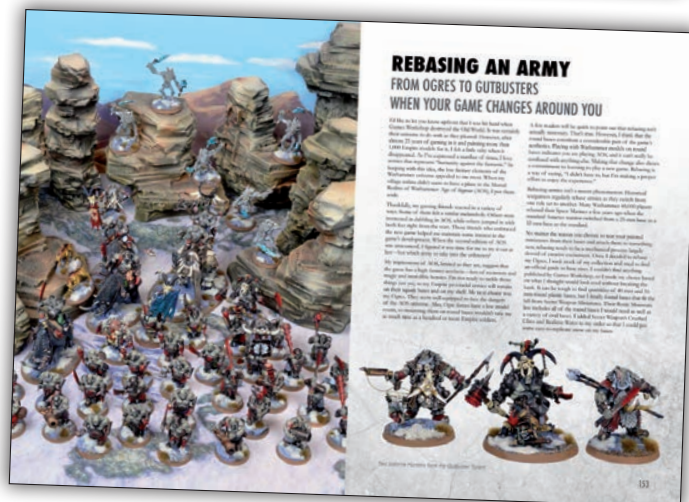
## A BOOK ABOUT PAINTING WARGAMING COLLECTIONS, BY DAVE TAYLOR

10,000 miniatures and more! That's how many wargaming models Dave Taylor has painted over the last 30 years. That's dozens of armies, for some of the most popular wargames systems (and some of the most obscure, too!) During that time, Dave has had a LOT of conversations with other wargamers about the "what", "why", and "how" for such large projects. In this 176-page, hardback book, he compiles decades of knowledge about completing wargaming armies on a regular basis, covering the following themes in detail:

- Inspiration
- Aims & Expectations
- Planning
- Motivation

To illustrate his points, Dave has also included detailed photographs of a dozen of his more popular projects, including: the Genswick 33rd Rifles, his Warlord Titan, and his Ogors/Gutbusters army.

This book – **ARMIES & LEGIONS & HORDES** – is aimed at wargamers of all levels of experience, and regardless of the games they like to play. It is set to be a favorite reference book for many years to come.







# PAINTING HAPPY LIL MINIS WITH DAVE TAYLOR



## EPISODE #8: PAINTING BLUE

Welcome to the latest "episode" of *Painting Happy Lil Minis* in *Game Trade Magazine*. Each month, Dave will provide us with a look at a particular painting technique, how to apply that technique to a particular color, and maybe even an additional technique to take your paintjobs to the next level.

You can also see Dave painting live each week on our Game Trade Media Facebook page - Tuesdays and Thursdays at 2pm EST. Dave is regularly joined by Rick, and occasionally by other painters who each bring great painting advice and their own style to the table.

### TECHNIQUES - LAYERING

Highlighting is a broad term that can be applied to techniques where the first layer is dark and the subsequent layers build up with lighter and lighter tones.

Layering is a very controlled example of an approach to highlighting. You start with a dark basecoat and then paint a slightly lighter tone over the basecoat, leaving some of the previous layer visible, as shown on the swatches to the right and the miniature from Games Workshop's Space Marine Heroes range shown here.

You can paint as many layers as you like to create the appearance you are after, the more layers you use, the smoother the transitions will appear. It is important to remember, however, that the more layers you plan to paint, you'll need to thin your paints a little more so that you don't obscure the details of the miniature.

When painting with blue, you might want to keep a very solid, mid-blue appearance (as we have with this Ultramarine).

All you have to do to achieve this is to ensure that the final, lightest highlights on your model are kept very thin.

In the case of this Space Marine model, this approach is called "edge highlighting" because only the edges of the armor plates are highlighted.







Prime the model with black spray. You want to make sure your coverage provides a smooth and solid base to work from. Blues typically have great pigment coverage and will work well over black.



The first step is to paint all of the armor plates with Vallejo Model Color Dark Prussian Blue. Don't worry too much if you happen to paint over any other areas, we'll tidy them up later.



The next step is layering on a 50:50 mix of Vallejo Model Color Dark Prussian Blue and Vallejo Game Color Ultramarine Blue, leaving some of the previous layer visible.



The following step is layering on Vallejo Game Color Ultramarine Blue, leaving some of the previous layer visible.



The next step is to "edge highlight" by painting a thin stripe of a 50:50 mix of Vallejo Game Color Ultramarine Blue and P3 Frostbite around the highlight edges of the armor panels.



For a final touch you can paint on thin dashes of P3 Frostbite in the highest "edge highlight" positions.

## PAINTING FREEHAND ICONS

In a lot of cases you can find waterslide decals that are specifically made for most iconography applications.

If you don't have any decals handy, however, you can always have a go at painting them on. The idea of painting freehand iconography might seem incredibly daunting, but it's really all about breaking your icons down into geometric shapes.

The icons on this Space Marine are the inverted omega symbol and the arrow on his right shoulder pad - indicators he is an Ultramarine in a Tactical squad. These were carefully painted on as a thick circle and two small rectangles, and a square topped with a triangle. They were painted first with a light grey, then with white.



*Dave Taylor first discovered painting miniatures for tabletop wargames in 1991. Since then he has painted over 10,000 minis of all shapes, sizes, and genres.*

*You can watch Dave paint each week on our Game Trade Media Facebook livestream - Painting Happy Lil Minis - Tuesdays and Thursdays at 2pm EST.*





## TWILIGHT IMPERIUM 4TH EDITION PART 3: COMBAT (FFG T107)

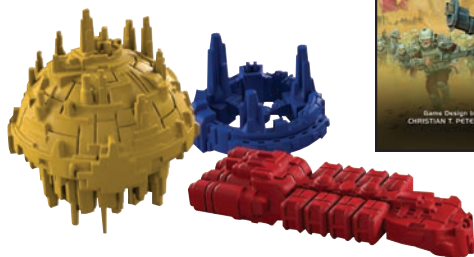
From Fantasy Flight Games, reviewed by Eric Steiger

 14 & Up	 3 - 6 Players
 4 - 8 Hours	 \$149.95

In this, the third of our deep dives into *Twilight Imperium 4th Edition*, we're going to discuss the intricacies of military engagements in the game. It's a really difficult subject to cover, though, because while almost every aspect of the game has an effect on your combat prowess, from your chosen technology upgrades, to your action cards, to your race, actual combat... doesn't really happen that often. While each player will probably get into at least one fight over the course of the game, you shouldn't really expect to get into much more than that. Units are expensive to produce, combat is both unpredictable and deadly, and most of the time, it is preferable to avoid fights than to win them. Just like in real life, if a fight does break out, odds are good that it was after both sides genuinely tried to avoid it, but the stakes were too high to compromise.

Combat in *T14* can be generally broken down into two categories: space and ground. In space combat, your ships enter a system containing another player's ships, and you duke it out until one player retreats or has no ships left. You then invade any planets they still control, and do the same with your ground forces (although if a player has no ships left in the system, their ground forces are trapped, and either win or die). The combat mechanics are relatively simple – every unit has a combat score, which it rolls against on a d10. Lower combat scores are better, as a roll needs to equal or exceed a unit's combat score to be a hit against an opponent. Hits are assigned by the receiving party, so you'll usually want to allocate them to your cheaper, more expendable units first. So, if the combat system is so simple, why is combat so tricky? Because there are exceptions to everything.

First off, your larger capital ships can choose to soak a hit by becoming damaged, thus sparing you from having to destroy any units. Damaged ships are repaired at the end of a full round of play, so why wouldn't you rather do that and not lose any ships? Because there are action cards that your opponent can play when an opposing ship is damaged, causing it to be destroyed instead. So that's a gamble. Planetary Defense Systems on an opponent's planets may have Space Cannon capability, allowing them to fire on your fleet as soon as it enters a system, before you can even get a shot off. Some capital ships have special anti-fighter capability, giving them extra shots against your fighters before regular combat, potentially reducing the number you have to shoot or soak hits with. Some capital ships have bombardment capability, allowing them to soften up the defending ground forces of a planet before you invade...but



if those ground pounders have a planetary shield, then they're immune to bombardment. And don't even get me started on the unique abilities or technology upgrades a race might have to change things up even more. There are exceptions to everything, and often, exceptions to the exceptions. Much of the time, the key to everything is in whether an opponent has a crucial action card... or is just bluffing that they do. But there are also action cards that can cancel other action cards.

All of this complexity boils down to multiple different ways to say "gotcha" against an opponent in a combat, with the result being that even if you bring overwhelming force to a battle against an opponent, you'll probably win it, but with no guarantee that you'll keep those forces intact against the other opponent whose fleet is waiting in the wings for an opportunity. On the larger scale, much of *Twilight Imperium* is about an escalating arms race and

Mexican standoff with all the other players, where nobody wants to be the one to

tip the balance too far, because then you become a target for everybody else. So, combat stays sporadic and isolated until one player reaches striking distance of winning, at which point the only way to prevent their victory is by all-out war. Even then, you have to carefully plan how to stop them, because doing so could give another player the opening they need to

score their last objective.

Despite the lengths you'll end up going to avoid it, despite the randomness and excruciating attrition, combat in *T14* is still incredibly exciting once you're stuck in, because there's always the chance of one scrappy fighter being a hero and taking out a dreadnought. Plus, it's even more exciting to watch, because then not only is it not your own ships on the line, but you get to see just how badly an opponent gets beaten up before you swoop in to plunder their misfortune. And that never gets old.

...

*Eric is your friend, and friends wouldn't let you play bad games.*





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## CHAMPIONS OF HARA (GNE HAO1)

From Greenbrier Games, reviewed by Jane Trudeau-Smith and Philip Smith of "The Table for Two Show"



14 & Up

30 Minutes Per Player



1 - 4 Players

\$69.95

A little background before we start our review... We met the designers of this game at GEN CON 2014. We were very impressed with their prototype, and we wanted "in." We backed their game as soon as it was available. During this process, they made an agreement with Greenbrier Games to manufacture it, which was great news. Suffice to say we have been waiting for this game for a long time and are very excited now that it's here! This game was *definitely* worth waiting for... It completely exceeded our expectations!

Welcome to the *Worlds of Hara*. In this game, players are competing to protect a dying paradise. There are actually *two* ways to play this game...

1. Versus Arena: Players compete to be the first to contain a hub of unstable energy.
2. Scenarios: In this version, players cooperate to overcome a corrupted villain.

The rules recommend playing Versus Arena for your very first game. The winning player of a Versus Arena game has the option of initiating a Story Arc, which is a Scenario game based on the winning character, yet includes all players. What is *really* cool is you can continue with one scenario after another, making the game different each time!

### HOW TO PLAY

For this review, we played the Versus Arena game. Because of that, there are some components we did not use.

Start by setting up the Worlds within Hara, which consists of six different worlds and a Dojo at the center. Each world has its own set of 16 cards which contain Monsters and Events. There are also Dusk, World Shift, and Item cards which are shuffled and put aside as separate decks.

Each player picks a character with unique abilities. Each player gets a player board, miniature, and their character's cards. The miniatures are all placed in the Dojo to start the game. Player boards are used to track health, spirit, and energy collected. There are three types of energy: Blue, Red and Green. In order to win, a player must collect 10 of each type of energy (the maximum) and return to the Dojo.

The game is played over 12 rounds, broken into six "days" each with Dawn and Dusk.



During the Dawn round, each world spawns either a Monster or Event card, placed in each world. Each player takes a turn playing up to three Ability cards to move, attack monsters, complete events, or close rifts. By successfully doing these things, a player collects items to help their character on future turns, has opportunities to add more ability cards to their hand, and gains energy which is ultimately needed to win. But wait! When playing Versus Arena, a player can also attack other players to directly inflict damage on them!

At the end of a player's turn, each Monster they are in range of attacks, which takes away that player's health. After all players have taken a turn, the day goes to the Dusk round: Draw as many Dusk cards as there are players, plus one. In our case we drew 3. The Dusk cards bring new Monsters and Rifts into play. Dice are rolled to determine where these cards are placed in the worlds. Each player then takes another turn, similar to the Dawn round.

Once the day is over, a World Shift card is drawn. This was our favorite part of the game! This physically moves the worlds around on the board — even the Dojo can shift. This is quite literally a "game changer!" You can wind up closer or farther from where you want to be, and you might suddenly be in range of a monster!

Play continues until either one player returns to the Dojo while meeting their energy requirements, or the Dusk phase of Day 6 ends with nobody meeting the winning requirements.

For 2 players, this game took about an hour to play, and Phil won the game. At that point, we could have played a Story Arc for his character, but we are saving that for another day. We look forward to playing that as well as the expansion "Chaos on Hara." This expansion brings more characters to the game and expands play up to 6 players.

Again, we are very impressed with this game, especially after watching it being created over the last 4+ years! The artwork is gorgeous and all components are very well made. We hope you all give it a try!

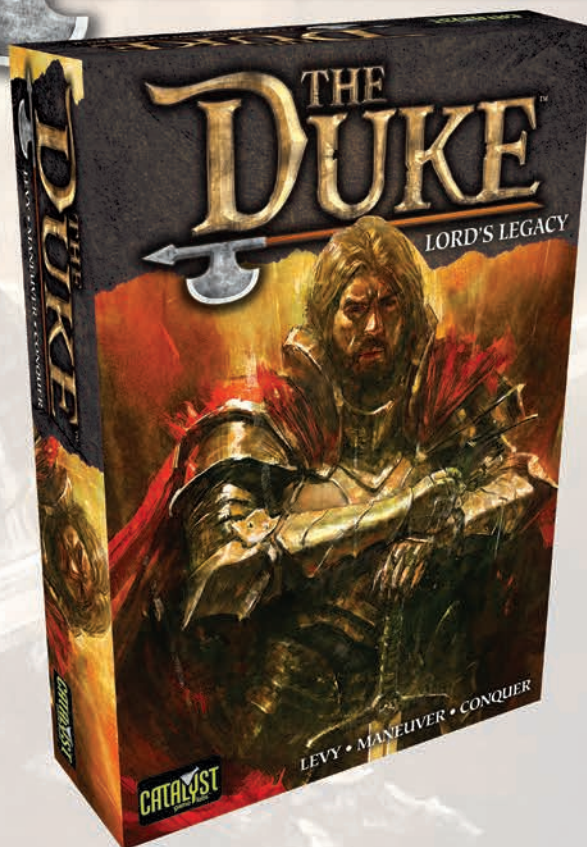
...

Jane and Phil love gaming, are best friends, and have been married since 2005 after meeting at a software conference at Disneyworld!





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In *The Duke*, players move their troops (tiles) around the board and flip them over after each move. Each tile's side shows a different movement profile. If you end your movement in a square occupied by an opponent's tile, you capture that tile. Capture your opponent's Duke to win!

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## SCORPIUS FREIGHTER (AEG 5874)

From Alderac Entertainment Group, reviewed by John and Issac Kaufeld

 14 & Up	 2 - 4 Players
 45 - 60 Minutes	 \$59.99

The dream of the Scorpius system started with such hope, but it turned dark over the years.

Now you and your fellows support the fight for freedom as something of a part-time gig. You fly your freighters, customize them to meet your needs, and keep the underground economy humming while avoiding the eyes of the government's oppressive orbital motherships. Sure, the government notices you every now and then, but that's just the cost of doing business... and the revolution — your revolution — is coming.

Welcome to the world of *Scorpius Freighter* from Alderac Entertainment Group (AEG), a fascinatingly multi-layered strategy game for two to four players.

Here are the top five things you need to know to stay one step ahead of the authorities and keep fighting for freedom in *Scorpius Freighter*.

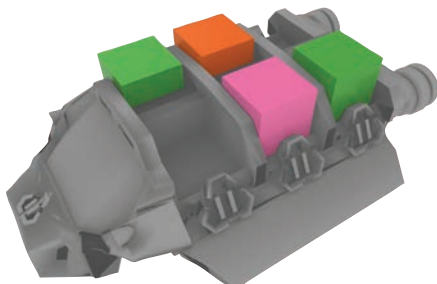
### CLASSIC MECHANICS IN A NEW MIX

At heart, *Scorpius Freighter* is a sci-fi pickup and delivery game where you move data, medicine, and goods around to earn victory points.

But there's also an interesting ship customization side, along with an option to draft your crew members. And on top of that, there's a timed end condition (more about that in a bit) which seriously ratchets up the stress factor late in the game.

This mixture of mechanics adds delicious levels of strategy to the game while also giving it high replayability. Just because you created a killer combination last game doesn't mean the same combo will even be available next time.

### THREE PLANETS WORTH OF OPTIONS



The main board keeps things very simple, with three planets encircled by a series of action spaces. The government motherships cruise around these tracks as players select what they want to do each turn.

Each planet offers a different mixture of actions, so you need to keep an

eye on what the other players choose. One planet focuses on storage upgrades and ship equipment, while the center planet is all about ship operation and loading goods. The last planet is where you complete side deals and deal with contracts. All three planets give you a space for activating crew so you can benefit from their special abilities.

Timing is everything when selecting your action. You can only move a mothership one or two spaces ahead and perform the action that the ship lands on, so the choice you make also affects your opponents' options.

Do you need a storage upgrade before picking up goods? Would activating one of your crew make sense or should you complete a side deal? And do any of those moves leave a huge opening for an opponent?

### EQUIPMENT, CONTRACTS, AND MORE

In addition to the planets and mothership tracks, the main board also includes spaces for two kinds of upgrades, the side deals, and contracts.

Every player gets a double-sided board that represents their unique freighter. You can customize your ship by claiming tiles from one of the

main game board's supply sections of four storage expansions and four equipment upgrades.

Two other sections of the board offer four contracts and four side jobs. This is where you get victory points by delivering particular goods (or combinations of goods).

Of course, your choices depend on the available action spaces around each planet, and those motherships only move so fast...

### EVERYBODY AGAINST THE CLOCK

In addition to limiting your action choices, the motherships and their respective tracks also act as the game end timer.

Each time a ship circles a planet, the player who moved the ship that turn loses one good from their freighter because of a government crackdown. That good gets "loaded" onto the mothership itself. When any one ship has four, five, or six goods (depending on the number of players), that triggers a final round of action before tallying up the score.

### MANY WAYS TO PLAY

I especially love all of the options *Scorpius Freighter* gives you to keep every game fresh. You start with either a basic or advance freighter board, plus a cockpit with either a basic or random advanced ability.

You can select a pre-set crew of four or shuffle the crew members together and draft your choices. Use one of the basic crew sets when learning the game, but after that draft your people. It's a lot more fun that way.

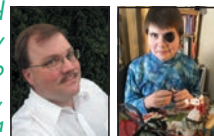
### THE VERDICT

*Scorpius Freighter* makes a great match for players who like the pickup and delivery concept but want something that goes beyond the basics of an Earth-bound train game.

Thanks to the mix of a special cockpit, unique ship board, four one-of-a-kind crew members, and the randomly-available upgrade and delivery tiles, every game gives you markedly different challenges. Because player choice governs the available actions each turn, even the group that you play with will affect your game.

...

*John Kaufeld often frets about whether the word "meeple" has a proper plural form. This rarely worries Isaac at all. Recently, they threatened to launch a father and son podcast about gaming, movies, and family life called "And Maybe a Lemon." Who knows what might happen next?*





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# FANTASTIC BEASTS PERILOUS PURSUIT DICE GAME (USO DIO10526)

From USAopoly, reviewed by Rebecca Kaufeld

 8 & Up	 2 - 4 Witches or Wizards
 45 Minutes	 PI

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While on your travels, you may experience some kind of hiccup in the normal rules of gravity, atmosphere, and other usually permanent things. That being said, we've included a list of possible solutions in the very unlikely (and nearly impossible) case that there may be some kind of escape.

**DISCLAIMER:** The Magical Suitcase Company is not liable for the care of any creatures, escaped Beasts, or any resulting damage from a possible impromptu adventure. We strive to create excellent cases that will contain your precious magical worlds and Beasts, but please don't hold us responsible if something goes wrong.

In the event of an unforeseen disaster, (whether it be magical or Muggle-induced,) your Beasts may attempt to flee into the "normal" world; that is, the realm outside your suitcase. They will probably be flummoxed by the unfamiliar space, and may try to flee or hide depending on their confused state. Some animals, like the Occamy Hatchling or Billywig, are more gentle when startled, and will be easily retrieved. Others, such as the Thunderbird, will certainly pose a challenge.

It will ultimately be in your best interests to work together with other magic users to retrieve your missing Beasts. There are several options for proper retrieval and return to the suitcase:

- **Protect:** safety is clearly the utmost priority for any magical travelers, whether dealing with an upset Beast or not. Each traveler, though equipped with the standard five shields of safety, can also lose normal health with damage. If any of your companions dies or is fatally injured by the Beast, it should be no surprise that your adventure will end. Protection is vital to restore shields and ensure safe encounters in the future.
- **Capture:** The optimal solution, of course, would be to capture a creature and return it to the suitcase. There are two kinds of Captures: simple and complex. Each creature has a path back into the case. A simple capture moves the creature one space closer. A complex capture, though more difficult to complete, will move them three spaces. It will be important to balance the two in order to return your Beast safely.
- **Distract:** unfortunately, escaped Beasts seem to decide their actions randomly. However, by Distracting the Beast, you may interrupt its usual process enough to confuse it, making it less likely to attack, and more prone to not doing anything at all. Unfortunately, it won't decide to return to the case on its own (at least, not in our experience), but it will give you another chance to help it along the way.



- **Insight:** this may sound like an unusual recommendation, but we've discovered with past incidents that magic users are remarkable at sensing their Beasts' next move. For example, you may remember which shiny object distracts your Beast, or a certain treat to bribe them back into the suitcase. Each detail helps when returning your Beast to its proper home!

You may also consider relying on your companions to help recapture your Beasts. Each witch and wizard (and Muggle, for that matter) carries their own strengths and weaknesses; it will certainly be in your favor to rely on each other to rescue your lost creatures.

In response to your efforts, your Best may try to Escape, Attack, or form their own Reaction to the commotion. An Escape attempt moves them farther away from the suitcase, frustrating your efforts to save them. An Attack can injure yourself or other travelers, so please always proceed with care. And each Reaction, unique to every Beast, usually hinders any attempts to Distract or Capture them.

It is ultimately our wish that you and your Beasts travel safely, enjoying prime comfort and convenience using our products. There is always potential for accidents and unfortunate events, and as a result, we prefer that our clients be informed and ready for the worst. However, we always strive to create the best experience for our users, and hope that your adventure be a pleasant and satisfactory one.

Thanks again for purchasing your Magical Suitcase! On behalf of our Investors, Sponsors, and other Interested Parties, we welcome you to a proud community of Magical Travelers Around the World. We appreciate the opportunity to earn your business, and look forward to a glorious future of supplying all of your travelling needs.

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...

*When a whirlwind of whimsical words beckoned from worlds away, Rebecca knew she had to follow. She fell into a rabbit hole of metaphors and clichés, mixed with more similes than water drops in a storm. Somewhere along the way, she picked up a love of games that would use her words to create beautiful reviews, and that's where she is today.*







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# STAR WARS DESTINY: ACROSS THE GALAXY BOOSTER (FFG SWD13-D)

From Fantasy Flight Games, reviewed by Brian Herman

 10 & Up	 2 Players
 30 minutes	 \$107.64

Collectible deck-building game expansions are always an interesting design space, as each game in and of itself is an isolated ecosystem. Each time an addition is made to that ecosystem, there's a delicate balance to be achieved between the addition of new mechanics, and the support of pre-existing mechanics. The latest expansion for *Star Wars: Destiny*, *Across the Galaxy*, does a great job of straddling this line, and at times exceeds expectations for how much value can be fit into a single expansion.

At its heart, the *Star Wars: Destiny* deckbuilding concept is a simple one: Choose an allegiance, either Hero or Villain. Then select characters made up of three color-coded factions: Red (Military/Fighters), Yellow (Scoundrel/Fringe), or Blue (Force Sensitive); you can combine any number and combination of characters so long as they total no more than 30 points. From the allegiance/colors you picked for your characters, you can then assemble your deck of exactly 30 cards and begin battling it out in a galaxy far, far, away.

One item that intrigued me when I first started playing this game was that Hero and Villain characters may not be played together when building your deck. The emphasis on theme over build space here was clearly noted as a nod/tribute to the source material, and it put players put into camps: Hero players and Villain players, ever in argument as to which side was "more powerful."

With the release of the *Rivals* draft expansion the concept of Neutral characters was introduced, and the deckbuilding possibilities nearly doubled as Neutral characters could be added to either Hero or Villain decks, adding their own unique flavor into the game. Aside from one-off characters in previous expansions, it didn't look like the concept would be significant until now.

The cast of *Solo: A Star Wars Story* smashes their way into *Star Wars: Destiny* with *Across the Galaxy*, bringing two star-crossed neutral characters trying to make their way in a cold unforgiving galaxy under Imperial oppression: Han Solo – Independent Hotshot, who's special ability can fit nicely in either a Hero/Villain built deck; as well as Qi'Ra – Street Savvy. Qi'Ra doubles down on flexibility, allowing you to include both Yellow Hero and Yellow Villain cards in your deck. Further support with cards like Theed Royal Palace might want to make you rethinking picking a side in the war across systems.

If you'd like the flexibility of a Neutral Character, but want to play Hero, then look no further than the woman who infiltrated Jabba's palace to rescue Han Solo, Leia Organa – Boushh. Dressed as a bounty hunting fringe operator, she lets you include 5 yellow Villain cards in your deck, giving you an option for a sneaky shot when you need it the most in battle.



If you're perhaps someone who wants to see something even little more sinister in your deck choices, then look no further than "the man who killed Aurra Sing," Tobias Beckett - Thief For Hire, and his confidant/romantic partner Val - Headstrong Renegade. The two seem made to build an all yellow villain deck that both steals your opponent's in-game resources as well as keeps them at blaster point.

If you're the type of player who instead of character battles wants to see space combat, then *Across the Galaxy* is certainly worth a look. Cards like TIE Fighter and X-Wing let you break the basic rule of deckbuilding and include 4 of in your deck instead of 2. These are further supported by cards like Dogfight, BB-8, and Attack Formation to put your vehicles into play and keep them active to pressure the opponent.



But perhaps, your motivation and enchantment with the *Star Wars* property is something mystical, unseen. For the Force enthusiasts, the true gem and sought-after card in this set is the Dark Lord of the Sith, himself: Darth Vader - Terror to Behold. One look at this card tells me this is a character I will fear fighting in *Destiny* for some time. His high value dice sides combined with cards like Fear and Dead Men, Vader's Fist, and Darth Vader's Lightsaber would make

for a terror to behold for your opponent for sure.

*Across the Galaxy* hits the mark for me, across the board. It's nice to see that even a few expansions in, Fantasy Flight Games isn't afraid to really get into the design space and shake things up, all the while winking at the source material along the way.

...

Brian Herman has over 30 years experience playing games, is a father of two, and the Sorting Hat would have difficulty placing him between Ravenclaw and Slytherin. His favorite games include AEG's Smash-Up, WizKid's HeroClix line, as well as classics like Settlers of Catan and Munchkin.





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## TRAVELLER CCG: TWO PLAYER STARTER SET (FAR 3001)

From Far Future Games, reviewed by Thomas Riccardi

 12 & Up	 1 - 2 Players
 30 - 60 Minutes	 \$39.99

When I first got into gaming I remembered the small store in Woodbridge, NJ that my father took me to on Saturdays. It was called The Game Room and they had video games for sale, pool tables, darts and they branched out into board games and role playing games. One of the boxes that I saw was a stark black box that had a mayday message scrawled across along with the word *Traveller*. This would be my first exposure to the *Traveller* RPG and it has gone through many iterations. Now the folks over at Horizon games have made a collectible card game based on the *Traveller* franchise and with it, rekindled some of the feelings I had picking up that original black box.

This two-player starter set has enough to get you started on commanding your own ship in the Imperium. There are two ship decks, one belonging to a Type-S Scout and the other is a Beowulf Free Trader. You can purchase other expansions to get more cards and other ships, but these are the two that come with the core game. The objective of the game is to pay off your ship and avoid going bankrupt and also losing your life in this harsh realm of space.

You do this by undertaking missions and earning victory points; the first person to reach twenty victory points wins the game. You can also lose the game if you go bankrupt, i.e. if you cannot pay for the expenses that you will incur during the game.

Before I dive further into how the game is played, I would like to add that the game can be played with more than two people or it can be played solo as well. This is a refreshing take on this game as you can experience the adventure in the galaxy without playing against another opponent.

The game is broken down into six phases.

- **Ready Phase:** This is where all the captains ready all exerted (tapped) cards, reduce the number of cards to seven if it is over that number, determine the order of play, restore wounds from the crew or structure from the ship at a cost of 1 per point, move gear from crew member to crew member (but not to exceed once per phase) and check for victory (by being the first to reach 20 victory points or if both have reached it, whoever has exceeded that number). This is done in all phases.
- **Adventure Phase:** Going in initiative order players put down contract cards face up and also a complication card that is face down underneath the adventure card. Next players may choose to pursue one of the adventure cards and each of these has a distance. Each of the ships has a maximum amount of "jump" they can move per turn, so you need to be careful as bigger missions will require more resources. The player can also elect to pursue Piracy, however, this will gain you infamy which increases your cost of certain items in the game by one.
- **Procurement Phase:** This is where you can buy crew, gear, connections and upgrades to your ship. However, you need to pay attention to the amount of crew on your ship as it cannot exceed the number on the vessel. You will need to choose wisely and discard any other crewmen to get it down the number on your vessel.

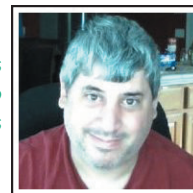


- **Action Phase:** This is where action cards are played that can be used for a variety of different situations such as combat or looking at what complication might be under one of your cards. You would pay the cost associated with these cards (if any) and then move onto the next phase.
- **Resource Phase:** In this phase the player gains all the resources generated from the ship and crew attached to it. Some of the characters have a Jack-of-all-trades skill and that generates a skill token that can be applied to any other skill (for example: If you needed a medical skill point you can use that for this character).
- **Resolution Phase:** Broken down into two phases Piracy (which involves ship to ship combat) and resolving the contract they have in front of them. Resolving the contract means playing the tokens that meet the complications and if successful collecting the victory points (along with any other bonuses) for that round. If they cannot complete the contract, they cannot complete any other contracts and that is the end of the round.

This is definitely an amazing entry into the *Traveller* universe and whether you grew up on the game or you are a newcomer, I strongly urge you to check out the *Traveller* customizable card game. For more information on this game head over to <https://www.travellerccg.com/> and get ready to make a name for yourself in the Imperium.

...

*When not writing or playing games Thomas Riccardi can be found in Sacramento preparing for the day when zombies, vampires or aliens invade.*





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A large, detailed illustration of General Grievous, a cyborg character from Star Wars, holding a blue lightsaber. He has a metallic head with a single eye, a chest with a grill, and four arms. The background is a soft, hazy white.

# STAR WARS™ DESTINY CONVERGENCE

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